Famitsu

Tales of Berseria

TALES OF BERSERIA
PERFECT GUIDE

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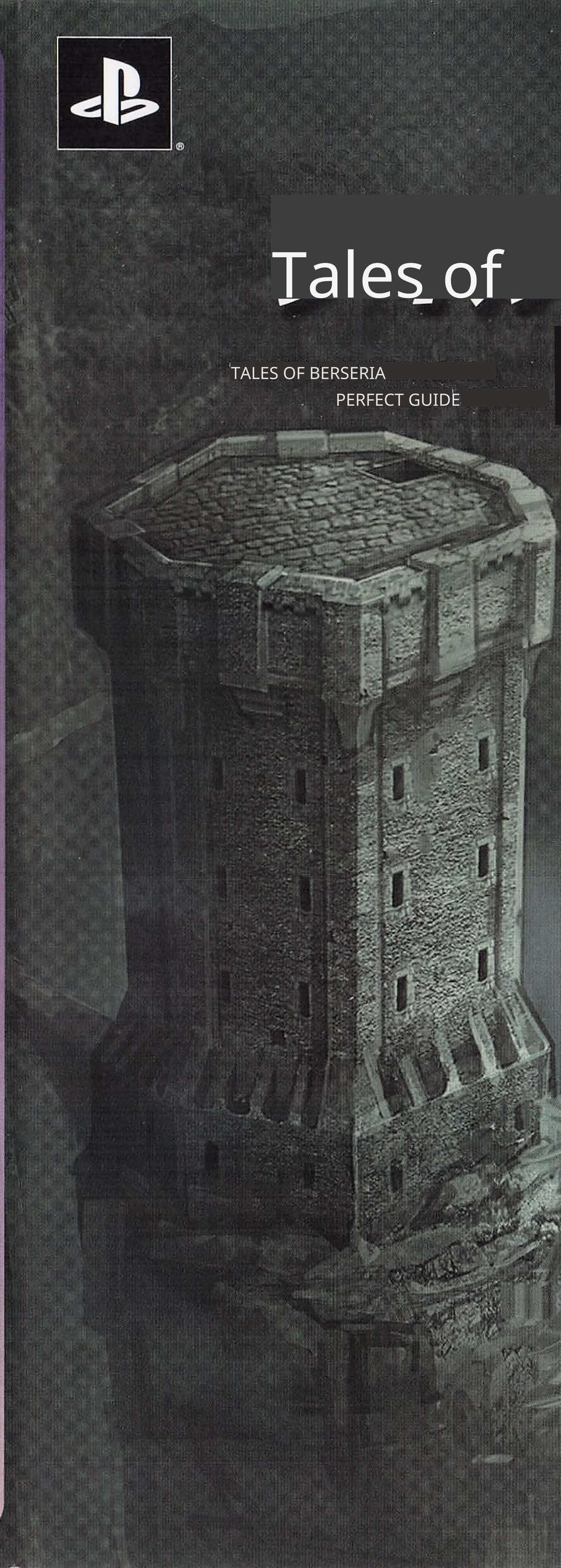

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Perfect Guide

Famitsu Chief Editor

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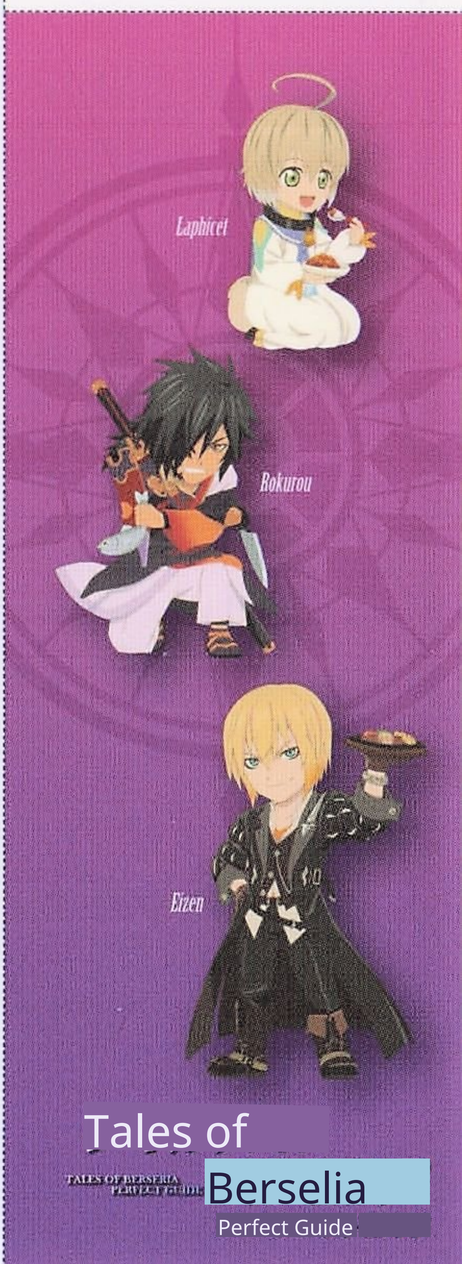

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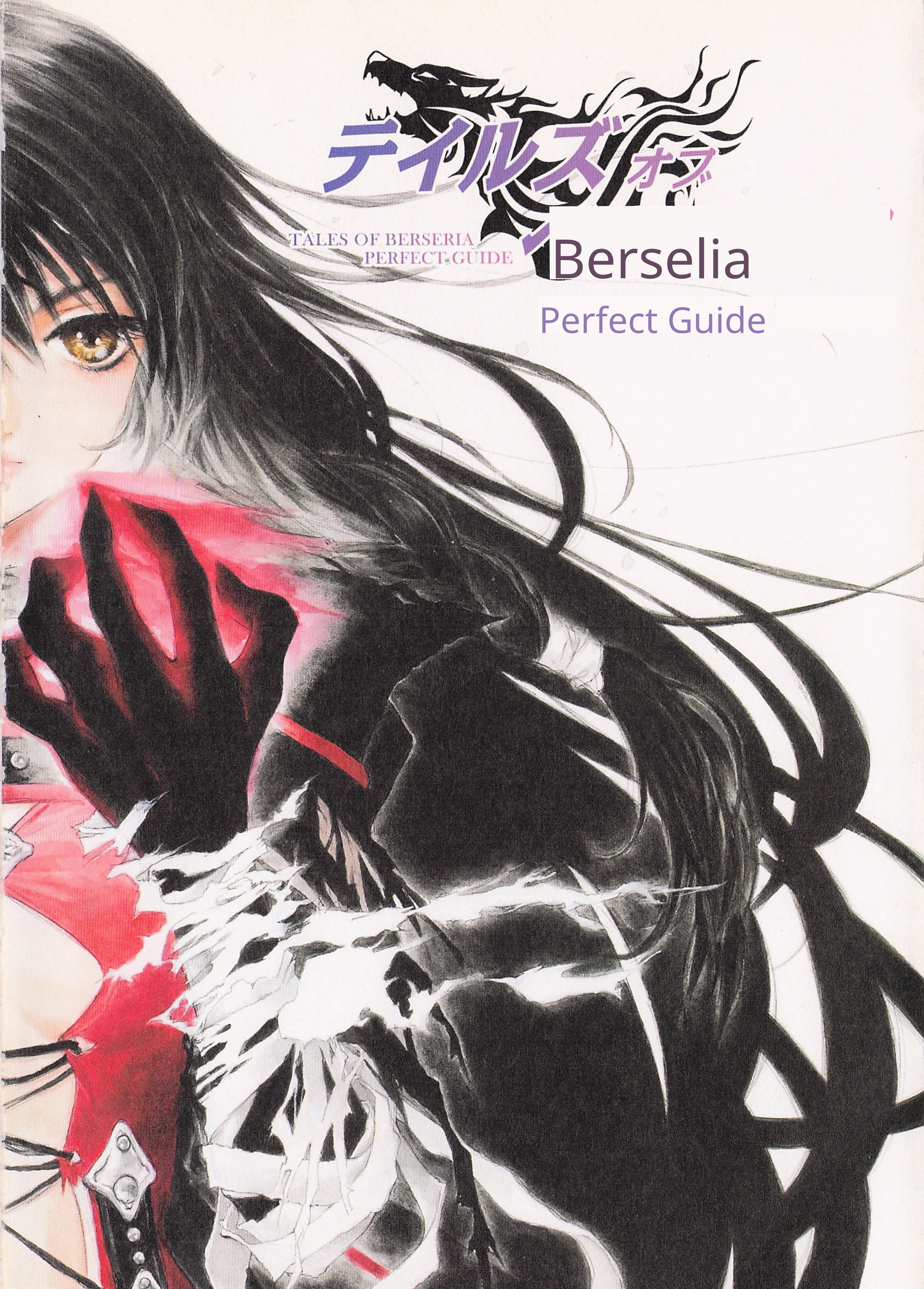

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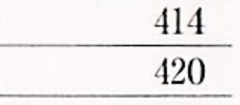

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System

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Basic Knowledge

Introduction: We will explain the basic knowledge necessary for the adventure. In particular, pay attention to information about the relationship between equipment enhancement and skills, as well as the distinctive systems of this game, such as items obtained through exploration of other seas.

Map Exploration

This game follows the story to explore dungeons and fields around the world. At destinations marked with a "★" on the mini-map, you will experience events and battles with bosses, then proceed to the next destination. In addition, sub-episodes occur at points indicated with "!".

There are items to be obtained by clearing these, so actively aim to complete them. Also, on the map there are gimmicks that yield items as shown below. All of them will respawn under certain rules, so when you revisit, it's a good idea to check again.

Gimmicks for Obtaining Items

Treasure Chest

At the time of first unlocking, the type of items obtainable is determined per treasure chest. Copper chests are consumables, Silver chests yield base equipment, and Gold chests yield unique equipment. After opening, if you pass through four other maps, there is a 50% chance that the contents will revive. The revived contents change according to the chest's level.

Treasure Points

By examining glimmering points on the map, you can obtain enhancement materials and cash materials. They revive by traveling back and forth to ot

Herb

Herbs can be obtained at 118 locations in total, with 50 herbs growing at each site.

When the number of herbs obtained in a location falls below the threshold, one herb will revive at that location.

ねこにんボックスとねこスピ

We call the glowing orbs that float on the map "Neko-Supi," and they can be obtained by touching them. Their main use is to be consumed when unlocking Cat People Boxes, with items earned according to the total number of unlocks. Additionally, they can be used to view long chats that have not yet been listened to in the Cat Village, and for the Stairway to Heaven (→P208).

The use of the helper cat demon in the game also requires a certain amount. The cat Spirit (Neko Spirit) consumption increases as you reach the latter half of the main episode, and if you proceed without taking detours, you're likely to run short. Since it can be replenished just by re-entering the map, it's a good idea to go back and forth between locations where it is plentiful to collect it.

Items obtained by unlocking the NekoNin Box

Liberation Count	Reward Items
1	Tengaron hat
2	Square-frame glasses
4	Rose corsage
6	Cheeks flush
8	シルクハット = Silk Hat
10	天使の輪 = Halo
12	Right-split bangs
14	Earrings (Left Ear)
16	Rafiset Water Numirn H
	Rafiset・Water Numirn B
18	Inu Tail (Shiba)
20	Earring (Right Ear)

Liberation Count	Reward Items
22	Sunglasses (Aviator)
24	Laughing glasses
26	Usamimi (White)
28	アイゼン 無ノルミンH = Eisern No-Lumin H
	アイゼン 無ノルミンB = Eisern No-Lumin B
30	いやしネコ = Healing Cat
32	Velvet - Flame Norumin H
	Velvet Flame Norumin B
34	Angel's Wing
36	Magiru Water Numirn H
	Magiru Water Lumine B
38	Neko-nin's Invitation

Liberation Count	Reward items
40	Eleonora・Jinorumin H
	Eleonora・Jinorumin B
42	Ring piercing (Left ear)
44	厚い眉毛 = Thick Eyebrow
46	リングピアス (右耳用) = Ring Earring (Right Ear)
48	Rokurou-style Norumin H
	Rokurou-style Norumin B
50	Velvet Battle Theme Transformation Costume 4
52	Afro Hair
54	Monocle
56	Dragon Tail
58	Fluffy Lulu

Using the Shop

The shop sells consumables and equipment, and also allows you to sell items you possess to earn gald. Consumables never run out no matter how many you buy, but once you purchase equipment, it disappears from the shop's sale list. The shop also has a rank, which rises according to the total gald spent on purchases and sales, making item prices cheaper as the rank increases.

As the rank increases, rewards are provided as装
Equipment and magical crystals can be obtained.

Shop features

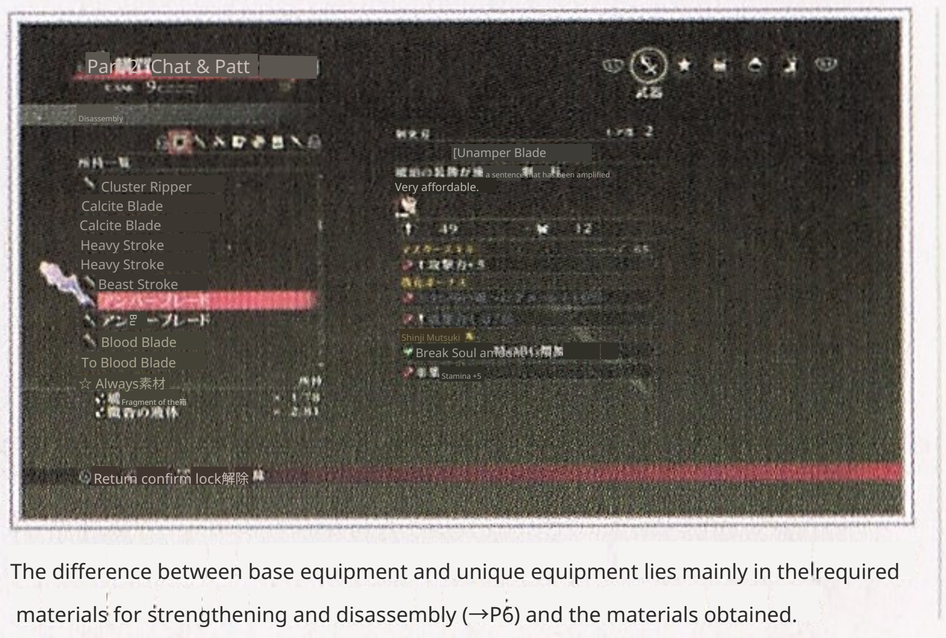
- Equipment items can be displayed up to 30 per shop
- Each piece of equipment starts counting time from the moment it appears in the shop, and items that have been in inventory for a long time are more likely to be removed from the list
- Equipment that has not been deleted has a 1 in 4 chance to become a sale item. However, sale items will not be listed more than two at the same time in each shop.
- Sale items are very likely to be removed from the list
- When the number of equipment items displayed in the shop falls to 29 or fewer, new equipment items will be added according to the shop rank
- There are times when equipment with the same name as the equipment you sold appears in the shop.
- When you purchase, sell, or enhance at the shop, the shop rank increases according to the guild you used. Note that shop ranks are shared across all shops.

Shop rank increase required gald and discount price rewards Rank Required Gald Price Rewards

1	—	100%	—
2	1000	98%	Wandering Wind Crystal
3	19477	96%	Silk Feel
4	43072	94%	Crafty Ice Crystal
5	80952	92%	Magic-derived Wind Crystal
6	140626	90%	Spell-derived Wind Crystal
7	234277	88%	Colorful Waist
8	382582	86%	Pump Upper
9	617074	84%	Gomno with Thin Fortune (Goma-fuda)
10	967455	82%	Helmut Schmidt
11	1984055	80%	Discounted Magic Steel Crystal
12	3420555	78%	unnamed Shoes
13	5117055	76%	8149305 7 Ring of Inexperience
14	4% 14503055	72%	Ring of Inexperience
15			Extreme Metal Crystal

Types of Equipment

Each character has their own unique weapons, and these are individually prepared; equipment of other characters cannot be worn. On the other hand, armor, rings, and shoes can be shared among male and female characters, and can be shared across all characters if certain conditions are met. Because each equipment item unlocks its own Master Skill.(→P8), you should reuse equipment across characters to develop them. In addition, equipment comes in base equipment and unique equipment, with the following characteristics.



The difference between base equipment and unique equipment lies mainly in the required materials for strengthening and disassembly (→P6) and the materials obtained.

Differences between base equipment and unique equipment

Characteristics of base equipment

- The equipment names use standardized material prefixes such as "Amber ○○" and "Calcite ○○" as prefixes
- Enhancing equipment requires "○○ fragments"
- Can be obtained from Silver Treasure Chests

Features of Unique Equipment

- Do not use common prefixes shared with equipment for other characters or body parts
- Enhancing equipment requires "○○ clusters"
- Can be obtained from Gold Treasure Chests

Enhancement and Disassembly of Equipment

Progressing to Chapter 13 and obtaining the "Magite Crystal of the Apprentice Blacksmith" allows item enhancement and disassembly at the shop. Equipment can be enhanced up to 10 levels, but this requires obtaining the corresponding magic crystals. Enhancing equipment not only increases its stats but may also unlock an Enhancement Bonus skill (→P8). Each piece of equipment has two pre-set enhancement bonuses; the first activates during the initial enhancement, and the second activates at a random timing.

Equipment can be strengthened up to 10 levels, and when its name changes, the color of the name text will change to yellow. Further enhancement is not possible.

Equipment strengthening and disassembly mechanics

- "Apprentice Blacksmith's Magic Steel Crystal" allows up to three enhancement stages, "Mid-Career Blacksmith's Magic Steel Crystal" up to six stages, "Master Blacksmith's Magic Steel Crystal" up to nine stages, and "Master Blacksmith" up to ten stages.
- The items required for enhancement are determined by the type of equipment and the enhancement level; as the enhancement level increases, the number of required items and the Guild increase.
- The items obtained from disassembly are determined by the type of equipment, the enhancement level of the equipment, the skill rank of the random skills (→P8), and the number of random skills. As the enhancement level and the ranks of random skills rise, the number of random skills increases and more materials are acquired.
- One of the random skills is unlocked at the first enhancement. The timing for unlocking the second one is decided randomly, and it is harder to unlock if it is of higher rarity and if there are more random skills.

Benefits of Equipment Enhancement

When equipment is enhanced, the enhancement level is displayed after the name as "+ ○". The increase in stats at each enhancement level is fixed below, and after 10 enhancements the stat increases by 100. However, this applies to single stats; if the equipment has two stats, each stat increases proportionally. For example, if the original stats are Attack 120 and Magic Attack 40 (ratio 3:1), the increase at level 1 is Attack +6 and Magic Attack +2. Also, the first enhancement bonus strengthens the effects of skills according to the enhancement level.

Enhancement bonuses accumulated through strengthening can sometimes work more effectively than an attack or defense power. Wear appropriate equipment according to the situation.

Increase in single ability value due to equipment enhancement

Enhancement stage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Ability stat increase	+8	+8	+8	+8	+8	+10	+12	+12	+12	+14

The first enhancement bonus skill value increase due to equipment enhancement

Skill Name	Granted Equipment	Equipment Enhancement Stages and Skill Value Increase									
		+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Damage to Stunned Enemies + ○%	Weapons	10	20	30	40	50	60	70	80	90	100
Break Soul Power + ○%	Unique	10	20	30	40	50	60	70	80	90	100
Knockback Time Reduced by ○%	Armor	5	10	15	20	25	30	35	40	45	50
Reduce stun time by o%	Ring	9	18	27	36	45	54	63	72	81	90
HP recovery + ○ when step dodge succeeds	Footwear	50	100	150	200	250	300	350	400	450	500

Required Materials for Equipment Enhancement

Materials required for upgrading equipment depend on the equipment itself

It is determined by whether the base equipment or the unique equipment category. As the corresponding materials, base equipment requires “XX shards,” while unique equipment requires “XX lumps,” in addition to a certain amount of gald corresponding to the equipment’s sale price. Also, from the third enhancement level onward, specific additional materials are required. Since the number of required materials increases as the enhancement level rises, you should understand the necessary materials in advance to progress enhancements efficiently.

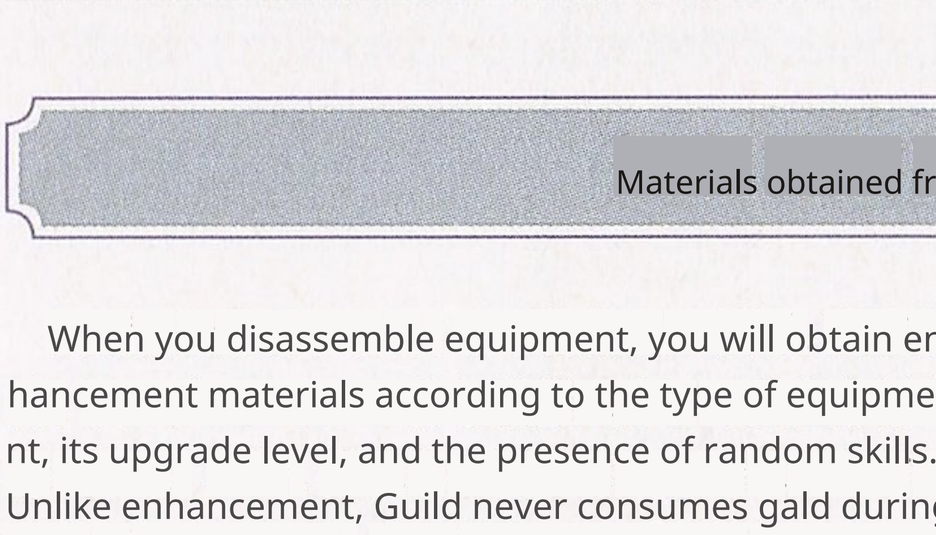
As enhancement reaches the later stages, the required gald amounts become enormous. Not only should you earn gald in battle, but you should also sell unused items to cover costs.

Materials Required by Enhancement Stage and Gald

Enhancement Stage	Required Enhancement Materials				Necessary Guild
	Base Equipment		Unique Equipment		
+1	Equipment Material x1	—	Equipment material equivalents ×1	—	Sale Price ×0.1
+2	Equipment Material x2	—	Equipment material equivalents ×2	—	Sale Price ×0.2
+3	Equipment Material x3	Low-grade Repair Powder ×1	Equipment material equivalents ×3	Odorless Liquid ×5	Sale Price ×0.4
+4	Equipment Material x4	Low-grade Repair Powder ×2	Equipment material equivalents ×4	Lightly Scented Liquid ×10	Sale Price ×0.8
+5	Equipment Material x6	Low-grade Repair Powder ×4	Equipment material equivalents ×6	Low-grade Repair Powder ×10	Sale Price equals 100%
+6	Equipment Material x8	Intermediate Repair Powder ×1	Equipment material equivalents ×8	Aromatic Liquid ×10	Sale Price ×2
+7	Equipment Material x10	Intermediate Repair Powder ×2	Equipment material equivalents ×10	Intermediate Repair Powder ×10	Sale Price ×4
+8	Equipment material equivalents ×12	Intermediate Repair Powder ×4	Equipment material equivalents ×12	Pungent-smelling Liquid ×10	Sale Price ×6
+9	Equipment material equivalents ×14	High-grade Repair Powder ×2	Equipment material equivalents ×14	High-grade Repair Powder ×10	Sale Price ×12
+10	Equipment material equivalents ×16	High-grade Repair Powder ×4	Equipment material equivalents ×16	Unpleasant-smelling Liquid ×10	Sale Price ×40

Materials obtained from Equipment Disassembly

When you disassemble equipment, you will obtain enhancement materials according to the type of equipment, its upgrade level, and the presence of random skills. Unlike enhancement, Guild never consumes gald during execution, and disassembly can also be performed from the Menu screen outside the Shop. If a dungeon crawl takes long, it is wise to disassemble unnecessary items before you run out of space. Use the materials obtained from disassembly to enhance new equipment and forge even stronger gear to gain an edge in battles.



Strengthen the early-game weapons a bit by gathering materials, then disassemble them, to collect hard-to-obtain materials such as "Advanced Alchemy Powder".

Materials obtained from disassembly by Upgrade Level

Enhancement stage	Materials Obtained	
—	Corresponding material for equipment ×1	—
+1	Corresponding material for equipment ×2	Low-grade Alchemical Powder ×1
+2	Corresponding material for equipment ×3	Low-grade Alchemical Powder ×2
+3	Corresponding material for equipment ×4	Low-grade Alchemical Powder ×3
+4	Corresponding material for equipment ×5	Medium-grade Alchemical Powder ×1
+5	Corresponding material for equipment ×6	Medium-grade Alchemical Powder ×2
+6	Corresponding material for equipment ×7	Medium-grade Alchemical Powder ×3
+7	Corresponding material for equipment ×8	High-grade Alchemical Powder ×1
+8	Corresponding material for equipment ×9	High-grade Alchemical Powder ×2
+9	Corresponding material for equipment ×10	High-grade Alchemical Powder ×3
+10	Corresponding material for equipment ×11	Ultimate Demon Steel Crystal ×1

Materials obtained from equipment random skills

Skill Rank	Materials Obtained
—	Odorless Liquid ×1
1	Lightly Scented Liquid × number of Random Skills
2	Fragrant Liquid × number of Random Skills
3	Pungent Liquid × number of Random Skills
4	Aromatic/Strange-smelling Liquid × number of Random Skills

Types of Skills

Skills are granted to equipment and titles, and they exert various effects to strengthen the character. There are four main types, and among them, Master skills gain proficiency based on the GRADE obtained from combat.

Can be obtained. In addition, many skills have ranks, and the higher the rank of the same-named skill, the greater the effect. Random skills have their skill rank determined when they are granted, but to grant a high-rank skill, a certain combat rank and a specific Magic Crystal are required.

As you ascend and your proficiency maxes out, removing the equipment does not diminish its effects

It can be checked in the menu screen. The skills that are currently active will

Keep repeating battles with the equipped items. Check unacquired skills and address them.

Types of Skills

Type	Details
Master Skill	In addition to activating by equipping items, when a certain GRADE is acquired while equipped, 'MASTER!' will be displayed in the skill slot, and the effect can still be obtained even if the equipment is removed. Note that the effects of mastered skills and the equipment's master skills stack.
Enhancement Bonus	These are skills unlocked by enhancing equipment, and two are granted per piece of equipment. The first is fixed per equipment category, and the second is fixed per piece of equipment. Note that the effect of the first skill is strengthened according to the enhancement level.
Random Skill	Skills randomly granted when equipment is obtained. These are one of the Master Skills, but if you possess 'Extreme Demonic Steel Crystal' (極限の魔鋼晶), Enhancement Bonuses also become candidates. However, Enhancement Bonuses are only granted as random skills to equipment that has been enhanced up to level 10. Note that only random skills change performance according to their skill rank.
Title Skill	Skills granted to each character by title. By meeting the conditions of each title, up to four effects can be activated.

Random Skill Grant Probability

Random Skill Grant Probability (%; maximum 95%) = (20 + difficulty number + A×2) ÷ (40 + number of random skills already added × 30) × 100

If the drop is from an enemy, A should be the number of enemies defeated; if purchased from the shop, A should be the shop rank; if obtained from a treasure chest, A should be the enemy level of the encounter area, substituted with a value from 1 to 10.

Difficulty Number

Battle Rank	Difficulty Number
Simple	0
Normal	1
Second	2
Hard	3
Evil	4
Chaos	5

Substitution Value Table for A

substituted numerical values: number of enemy defeats, shop rank, enemy level			
1	1~4	1	1~14
2	5~14	2	15~24
3	15~24	3	25~34
4	25~34	4	35–44
5	35~49	5	45–54

Substitution Values: Enemies Defeated, Shop Rank, Enemy Level			
6	50~64	6	55~65
7	65~79	7	65~84
8	80~99	8	85~104
9	100~199	9	105~124
10	More than 200	10	More than 125

To grant two or more random skills, you need the “Twin-Blade Malen Crystal” (Combat Rank: Normal or higher); to grant three or more, you need the “Three-Pronged Spear Malen Crystal” (Combat Rank: Hard or higher)

Basic probability for determining skill rank

Combat Rank	Rank 1	Rank 2	Rank 3	Rank 4
Simple	81.82%	14.88%	3.31%	—
Normal	80.00%	16.00%	4.00%	—
Second	77.78%	17.28%	4.94%	—
Hard	75.00%	18.75%	5.47%	0.78%
Ill	71.43%	20.41%	7.00%	1.17%
Chaos	66.67%	22.22%	9.26%	1.85%

- When dropped from enemies, the enemy level required for skill granting is 20 or higher for Rank 2, 40 or higher for Rank 3, and 70 or higher for Rank 4
- For granting Rank 2 skills, the “Mid-Class Malen Crystal” is required; for granting Rank 3 skills, the “Upper-Class Malen Crystal” is required; for granting Rank 4 skills, the “Privilege Class Malen Crystal” (Combat Rank: Hard or higher) is required

How to read the skill list

Skill Name	Effect	Each rank ability					Rarity
		Rank 1	Rank 2	Rank 3	Rank 4	Total up to	
① ② Attack Power + ○	③ Attack power increases by a numerical amount. Attacks affect the damage and accuracy dealt by skills, special moves, and secret techniques	5	8	15	④ 40	500	⑤ 1

① Types of Skills

It indicates which category the skill belongs to: Master Skill, Enhancement Bonus, or Title Skill.

② Skill name

Skill name. The symbol ○ is replaced by the number corresponding to the skill rank.

③ Effect

Effect of skills. When the same type of skill is activated, the effects stack up to the limit.

④ Each rank capability

Effect amount exerted for each skill rank

⑤ Rarity

The value that affects the selling price of equipment endowed with that skill

Master skill list

(Skill name)	Effect	Each rank ability					Rarity
		Rank 1	Rank 2	Rank 3	Rank 4	Total cap	
Attack Power + ○	Attack power increases by a numeric amount. Attack power affects the damage and accuracy of skills, secrets, and secret arts.	5	8	15	40	500	1
術Attack + ○	Magic Attack increases by a numeric amount. Magic attack affects the damage and accuracy of secret arts, Holy Servitude techniques, and secret arts.						
Defense Power + ○	Defense Power increases by a numeric amount. Defense power affects skills, damage received by secret arts and the amount of HP recovery from healing skills.						
0 Magic Defense + ○	Magic Defense increases by a numeric amount. Magic defense affects secret arts and Damage received from Holy Servant Arts and Secret Techniques, as well as the amount of healing from Restoration Techniques, are affected.						
Concentration + ○	Concentration increases by a numeric amount. Concentration affects the probability of triggering effects, SG recovery speed, and accuracy during combos.						
Max HP + O	Maximum HP increases by a numeric amount.	30	50	90	250	3000	
Technique: "HP Drain " effect ×○	Technique: Chance-based effect "HP Drain" increases by a numeric amount.	1.15	1.2	1.25	1.45	5	2
Upon defeating an enemy HP recovery + ○	HP recovers when an enemy is defeated. HP recovery amount = value × (defender's defense of the character who defeated the enemy + 100) ÷ 200	30	50	80	120	1000	
BG increase when Break Soul is active ×○ times	BG increase at Break Soul activation increases by a numeric amount	1.1	1.12	1.15	1.22	2	
Cannot use items Time reduction + ○%	Reduce the time required to reuse items by a numerical amount	12	16	20	30	90	
0% reduction of paralysis effect	The probability of entering a paralyzed state and the paralysis effect are reduced by a numerical amount	40	60	85	100	100	3
0% reduction of burn effect	The probability of entering a burned state and the burn effect are reduced by a numerical amount						
0% reduction of slow effect	The probability of entering a slowed state and the slow effect are reduced by a numerical amount						
0% reduction of poison effect	The probability of entering a poisoned state and the poison effect are reduced by a numerical amount						
Fatigue effect is reduced by ○%	The probability of entering fatigue and the fatigue effect are numerically reduced; for beast-type enemies, damage dealt is increased by the numerical amount. Also, damage received = (damage × 100 ÷ (100 + number))						
Vs. 'Carapace' Performance +○%	Damage dealt to crustacean-type enemies is increased by the numerical amount. Also, damage received = (damage × 100 ÷ (100 + number))						
Against “Aberration” Performance +0%	Damage dealt to aberration-type enemies is increased by the numerical amount. Also, damage received = (damage × 100 ÷ (100 + number))						4
Against “Wingless” Performance +0%	Increases damage dealt to legless enemies by the numerical value. Also, damage received = (Damage × 100 ÷ (100 + Value))	8	10	12	18	100	
Against “Winged” Performance +0%	Increases damage dealt to winged enemies by the numerical value. Also, damage received = (Damage × 100 ÷ (100 + Value))						
Against “Beastkin” Performance +0%	Increases damage dealt to beastkin enemies by the numerical value. Also, damage received = (Damage × 100 ÷ (100 + Value))						5
Against "Armor" Performance +0%	Increases damage dealt to armored enemies by the numerical value. Also, damage received = (Damage × 100 ÷ (100 + Value))						

Skill Name	Effect	'Each Rank Ability					Rarity
		Rank 1	Rank 2	Rank 3	Rank 4	Total Limit	
Vs. 'Undead' Performance +0%	Increases damage dealt to undead enemies by the numerical value. Also, damage received = (Damage × 100 ÷ (100 + Value))	8	10	12	18	100	5
Vs. 'Yokai' Performance +0%	Increases damage dealt to yokai enemies by the numerical value. Also, damage received = (Damage × 100 ÷ (100 + Value))	8	10	12	18	100	
Vs. 'Dragon' Performance +0%	Increases damage dealt to dragon enemies by the numerical value. Also, damage received = (Damage × 100 ÷ (100 + Value))						
Non-Elemental Attack Power +0%	Damage dealt by non-elemental attacks increases by a fixed amount						
Fire Elemental Attack Power +0%	Damage dealt by fire-elemental attacks increases by a fixed amount						
Earth Elemental Attack Power +0%	Damage dealt by earth-elemental attacks increases by a fixed amount	4	7	9	25	100	
Water Elemental Attack Power +0%	Damage dealt by water-elemental attacks increases by a fixed amount						
Wind Elemental Attack Power +0%	Damage dealt by wind-elemental attacks increases by a fixed amount						6
Paralysis Effect Multiplier	The chance to paralyze enemies and the damage dealt to paralyzed enemies increase by a fixed amount						
Burn Effect Multiplier	The probability of burning enemies and the additional damage dealt to burning enemies are increased by a numerical amount.						
Dull-foot Performance ○x	The probability of inflicting a slow status on enemies, and the damage dealt to slowed enemies increases by a numerical amount	1.08	1.12	1.15	1.32	3	
New Venom Performance Multiplier	The chance to poison enemies with severe poison and the damage dealt to fatigued enemies increase by a numerical amount.						
Fatigue Performance ○x	Chance to fatigue enemies and the increased damage dealt to fatigued enemies by a certain amount						
Master Skill Acquisition Speed + ○%	The amount of experience points required to learn an item's master skills increases by a numerical amount.	10	14	19	25	500	
Non-Attribute Damage Reduction + 0%	Reduce non-attribute damage by a numerical amount						
Fire Attribute Damage Reduction + 0%	Reduce fire attribute damage by a numerical amount						
Earth Attribute Damage Reduction + ○%	Reduce earth attribute damage by a numerical amount	4	5	6	15	80	7
Water attribute damage Reduction +0%	Reduce water attribute damage by a numerical amount						
Wind attribute damage Reduction +0%	Reduce wind attribute damage by a numerical amount						
When HP is at or below 0% Attack power increased by +30% added	When HP falls to a numerical value or less, for 30 seconds, Attack Power increases by 30%. If HP is recovered to 75% or higher and the condition is met again, the effect can be obtained again.						
When HP falls to a numerical value or less, for 30 seconds, magic attack increases by 30%.	Magic attack increase +30% is added. After recovering HP to 75% or higher and meeting the condition, the effect can be obtained again.						
When HP falls to a numerical value or less, for 30 seconds, defense increases by 30%.	Defense increase +30% is added. After recovering HP to 75% or higher and meeting the condition, the effect can be obtained again.	8	10	15	32	75	
When HP falls to a numerical value or less, for 30 seconds, magic defense increases by 30%.	Magic defense increase +30% is added. After recovering HP to 75% or higher and meeting the condition, the effect can be obtained again.						8
When HP falls to a numerical value or less, Concentration increased by +30% added	When HP falls below a certain value, concentration increases by 30% for 30 seconds. If HP is recovered to 75% or higher and the condition is met, the effect activates again.						
All damage is reduced by ○.	All damage is reduced by a numerical amount. If the damage received becomes 0 or less, you will not flinch from that attack.	20	30	45	70	600	
SG consumption is halved at ○%. to achieve	With a certain probability, SG consumption when casting techniques is halved.	5	7	9	20	100	
During Break Soul, ○% Chance Not to Lose	With a numerical probability, when Break Soul is activated, Soul does not decrease. If the effect is triggered, the enemy's Soul increase also does not occur.	6	8	10	15	30	
Damage Deactivated ○% Reflect	When damage is nullified by another skill or Break Soul, with a numerical probability, the damage you would have received is reflected back to the enemy.	7	10	13	25	95	9
Stun duration against enemies increased by ○ times. When you stuns an enemy, the duration increases by the specified amount.		1.1	1.16	1.24	1.5	4	
Charge effect trigger speed: Increase in Sniper Charge, Soul Charge, and Break Charge reduces the time until the effect activates by a numerical amount.		12	15	20	32	50	10
Invincible for a certain number of seconds at the start of battle. From the start of the battle for the duration equal to the value, you do not take any damage from all attacks.		3	5	7	12	120	

Skill Name	If	Each rank ability					Rarity
		Rank 1	Rank 2	Rank 3	Rank 4	Total Cap	
Revives at ○% during HP0	When HP reaches 0, it revives with a numerical probability. HP recovery amount = maximum HP ÷ number of successful revivals. The probability of occurrence halves each time a revival succeeds.	10	15	18	50	100	11

Enhancement Bonus List

Skill Name	Effect	Each rank ability			
		Rank 1	Rank 2	Rank 3	Total Limit
Attack Power ×○	Attack power increases by a numeric amount. Attack power affects the damage and accuracy dealt by techniques, special moves, and secret arts.				
術Attack ○×	Magic attack increases by a numeric amount. Magic attack affects the damage and accuracy dealt by special moves, Holy Slavery Arts, and secret arts.				
Defense ×0	Defense increases by a numeric amount. Defense is influenced by skills and special moves,	1.07	1.1	1.15	1.32
術Defense ×0	Damage received from Secret Arts is affected, and the recovery amount of HP recovery skills is increased. Magic defense increases by a numeric amount. Magic defense is influenced by Secret Arts, Holy Slavery Arts, and Secret Techniques, affecting the damage received and the recovery amount of restoration skills.				
Focus Multiplier	Concentration increases by a numeric amount. Concentration affects the probability of triggering effects, SG recovery speed, and accuracy during combos.				
Maximum HP Multiplier	Maximum HP increases by a numeric amount.	1.05	1.1	1.2	1.32
Against stunned enemies HP recovery on attack + When ○	HP is recovered each time an attack hits an enemy in stun. HP recovery amount = number × (attacker's Defense + 2 + 50) + 100	20	40	80	100
using Recovery Magic, the user also recovers HP + ○	When the restoration magic is activated, it additionally heals the caster's HP. HP restoration amount = number × (defense of the character using the restoration magic + 2 + 50) + 100	150	300	600	1000
HP recovery during combat idle/movement: +○	During combat when idle or moving, HP is recovered every 2 seconds. HP recovery amount = number × (defense + 2 + 50) × (12 - seconds since last attack) + 1000. If the calculated recovery amount becomes 0 or less, the recovery amount is 1.	40	90	120	150
le, if a certain percentage of the damage received (for instance 50% of 1000 damage) is recovered gradually, then 250 is recovered as half of 500, then 125 is reco	Gradually recovers HP equal to a portion of the damage received. The effect occurs every 2 seconds. For example, if a certain percentage of the damage received (for instance 50% of 1000 damage) is recovered gradually, then 250 is recovered as half of 500, then 125 is recovered as half of 250, then 63 is recovered as half of 125, and so on; the effect continues to occur. Also, if damage is received in succession, the recovery effects accumulate.	25	35	50	75
Gummy Bottle Recovery effect + ○%	HP recovery amount increases by a numeric value when gummies or bottles are used during battle	3	4	5	30
Defeated enemy equipment Drop rate ×○	When you defeat an enemy that drops equipment, the drop rate of equipment increases by a numerical amount	1.2	1.35	1.5	2
The casting time of Elemental Free Servant (Neutral) is reduced by ○%, the casting time of Fire Attribute Free Servant is reduced by ○%, the casting time of Earth Attribute Free Servant is reduced by ○%, the casting time of Water Attribute Free Servant is reduced by ○%, the casting time of Wind Attribute Free Servant is reduced by ○% / The first-tier skill adds an unattribute hit / The first-tier spell adds a Fire attribute hit / The first-tier spell adds a Earth attribute hit / The first-tier spell adds a Water attribute hit / The first-tier spell adds a Wind attribute hit	The casting time of Neutral Attribute Sacred Servant is reduced by a numerical amount The casting time of Fire Attribute Sacred Servant is reduced by a numerical amount The casting time of Earth Attribute Sacred Servant is reduced by a numerical amount Cast time for Water attribute Spirit Arts decreases by the specified value. Cast time for Wind attribute Spirit Arts decreases by the specified value. Artes gain an additional hit with 100 power, 1 hit, and no attribute. Does not occur after the 2nd chain. Artes gain an additional hit with 100 power, 1 hit, and Fire attribute. Does not occur after the 2nd chain. Artes gain an additional hit with 100 power, 1 hit, and Earth attribute. Does not occur after the 2nd chain. Artes gain an additional hit with 100 power, 1 hit, and Water attribute. Does not occur after the 2nd chain. Artes gain an additional hit with 100 power, 1 hit, and Wind attribute. Does not occur after the 2nd chain.	10	15	20	50
Negates neutral damage by ○%	With a numerical probability, nullifies non-attribute damage and prevents flinching from that attack.	5	15	25	50
○% chance to nullify Fire attribute damage.	With a certain probability, nullifies fire attribute damage and avoids being knocked back by that attack.				
Nullifies Water属性 damage with a rate of ○%	With a numerical probability, nullifies Ground属性 damage and prevents being knocked back by that attack				
Nullifies Water属性 damage with a rate of ○%	With a numerical probability, nullifies Water属性 damage and prevents being knocked back by that attack				

◎ Basic Knowledge

Skill Name	Effect	Each rank ability			
		Rank 1	Rank 2	Rank 3	Total Limit
Nullifies Wind属性 damage with a rate of ○%	With a numerical probability, nullifies Wind属性 damage and prevents being knocked back by that attack	5	15	25	50
Stun attack damage is reduced by ○%	When you are hit by an attack that has a paralysis probability effect, regardless of status ailment occurrences, the damage you receive is reduced by a numerical value	20	30	60	80
Burn damage is reduced by ○%	When you are hit by an attack that has a burn probability effect, regardless of status ailment occurrences, the damage you receive is reduced by a numerical value				
Slow (sluggish) attack damage is reduced by ○%	When you are hit by an attack that has a slow (sluggish) probability effect, regardless of status ailment occurrences, the damage you receive is reduced by a numerical value				
Severe poison damage is reduced by ○%	When you are hit by an attack that has a severe poison probability effect, regardless of status ailment occurrences, the damage you receive is reduced by a numerical value				
Damage from fatigue attacks is reduced by ○%	When attacked by an attack with a fatigue probability effect, regardless of the occurrence of status abnormalities, reduces the damage received by a numerical amount	20	30	60	80
Experience gained on defeating the “Beast” is increased by ○%	When defeating beast-type enemies, the experience gained increases by a numeric amount. The effect is shared by all allies.	20	30	40	100
Experience gained on defeating the “Shell” is increased by ○%	When you defeat crustacean-type enemies, the experience gained increases by a certain amount. Note that the effect is enjoyed by all allies.				
“Amorphous” Experience gained upon defeat +○%	When you defeat amorphous-type enemies, the experience gained increases by a certain amount. Note that the effect is enjoyed by all allies.				
“No足” When defeated, experience points +○%	When you defeat legless-type enemies, the experience gained increases by a certain amount. Note that the effect is enjoyed by all allies.				
“Wings” When defeated, experience points +○%	When you defeat winged-type enemies, the experience gained increases by a certain amount. Note that the effect is enjoyed by all allies.				
“Beastfolk” When defeated, experience points +○%	When you defeat beastman-type enemies, the experience gained increases by a certain amount. Note that the effect is enjoyed by all allies.				
“Armor” When defeated, experience points +○%	When you defeat armored-type enemies, the experience gained increases by a certain amount. Note that the effect is enjoyed by all allies.				
“Undying” When defeated, experience points +○%	When you defeat undead-type enemies, the experience gained increases by a certain amount. Note that the effect is enjoyed by all allies.				
“Demon” When defeated, experience points +0%	When you defeat demon-type enemies, the experience gained increases by a certain amount. Note that the effect is enjoyed by all allies.				
“Dragon” When defeated, experience points +○%	When you defeat dragon-type enemies, the experience gained increases by a certain amount. Note that the effect is enjoyed by all allies.				
When an enemy is stunned, Attack Power increases by 30%	When an enemy is stunned, their attack power increases by 30% for 15 seconds.	—	—	—	—
When a foe is burned, Spell Power increases by 30% / When slowed, Defense increases by 30% / When poisoned, Spell Defense increases by 30% / When fatigued, Focus/Inertia increases by 30%	When enemies are burned, magic attack increases by 30% for 15 seconds				
	When enemies are slowed, defense increases by 30% for 15 seconds				
	When enemies are poisoned, magical defense increases by 30% for 15 seconds				
	When enemies are fatigued, concentration increases by 30% for 15 seconds				
While attack boost is active, the first stage of the technique gains an additional stun hit	While the attack boost is active, there is a chance proportional to the stat value that an additional hit with power 100, 1 hit, and stun will occur in the technique, not triggering on the second combo onward	8	12	16	16
Spell attack increases, adds burn hit at beginner stage of magic technique	While the magical attack increase effect is active, there is a chance proportional to the numeric value that the technique will deal 100 damage, hit once, and cause an additional burn hit to occur. This additional hit does not occur from the second combo onward.				
Defense increases, incantation technique beginner level adds a slow hit	While the effect of increased defense is active, there is a certain probability that an additional hit will occur in skills, dealing 100 power, with 1 hit, and causing slow. This does not occur from the second combo onward.				
■ Magical defense rising, initial stage of arcane techniques adds a hit of severe poison	While the magic defense increase effect is active, there is a chance proportional to the numeric value for the technique to deal 100 power, hit count 1, and trigger an additional hit causing poison. This does not occur from the second combo onward.				
Concentration increasing, technique at initial stage adds fatigue with a hit	During the effect of Focus Increase, there is a chance with a numerical value that the technique will have power 100, hit count 1, and cause an additional hit that induces fatigue. This does not occur from the second combo onward.				
1000+ damage ○% reduction	When taking more than 1000 damage per hit, reduce the amount of value accordingly	20	40	50	80
Healing spell: 5 seconds later, an additional amount equal to the healing amount is restored.	When you receive a healing spell, an amount equal to the healing value will be restored after 5 seconds.	30	50	60	100
Break Soul HP recovery amount is multiplied by ○.	The HP recovery amount when Break Soul is activated increases by the displayed value.	1.2	1.3	1.5	2
Reflect damage by ○% is restored as HP.	When you reflect damage, HP is recovered by a percentage of that damage's value.	50	100	100	100
During invincibility, the required BG for secret techniques is reduced by 1.	During invincibility, activating a secret technique reduces the required BG by 1.	—	—	—	—

Skill Name	Effect	Each rank ability			
		Rank 1	Rank 2	Rank 3	Total Cap
弱点When linked , additive SG increases by 0%.	When a Weakness Combo is triggered, the amount of SG returned at the end of the attack is increase numerical values	10	—	—	30
魂在受到伤害时不会降到低于 3	When the soul is at or below 3, it will not decrease even if stunned or affected by status ailments.	—	—	—	—
Against enemies in stances, instantly defeat with 0% chance	When attacking an enemy while stunned, there is a numerical probability that... Can defeat regardless of remaining HP. However, it is ineffective against some enemies such as bosses.	1	2	2	3
Maximum BG + O	Maximum value of BG increases by a numerical amount. The maximum limit is 9	1	2	—	6
♡Initial souls + ◯	Increase the souls at the start of combat by a numerical amount	1	2	—	2
HP recovery speed during non-participation in battle increases by +O% per second	During combat, the amount of HP recovered while not participating in battle increases by a numerical amount	50	—	—	100
SG consumption is halved	All technique SG costs are halved. This stacks with other SG reduction effects	—	—	—	—

List of Title Skills

Skill Name	Effect	Each rank ability			
		Rank 1	Rank 2	Rank 3	Total Cap
HP recovers by ○% upon switching in	When you participate in battle with Switch Blast, HP recovers by a numeric amount.	5	10	—	15
at the time of succession to the stage Invulnerability Time + ○ seconds	When participating in battle with Switch Blast, for the duration proportional to the numerical value, you will not take damage from any attacks.	2	3	—	5
Prevent status ailments for a certain number of seconds upon entering the stage	When participating in combat with Switch Blast, for a limited amount of time equal to the numerical value, it prevents status ailments.	10	20	—	30
Special Skill Power 1.2x, Arts Power 0.8x	The power of special skills increases by 1.2 times, and the power of ultimate skills decreases to 0.8 times				
Arts Power 1.2x, Special Skill Power 0.8x	The power of the Ougi becomes 1.2x, while the power of techniques becomes 0.8x.				
Special Skill Power 1.2x, 術Power 0.8x	The power of techniques becomes 1.2x, while the power of Sacred Servant Arts becomes 0.8x. Recovery arts, Break Soul, and Secret Ougi powers remain unchanged.				
術Power 1.2x, Special Skill 威力0.8x	The power of Sacred Servant Arts becomes 1.2x, while the power of techniques becomes 0.8x. Recovery arts, Break Soul, and Secret Ougi powers remain unchanged.	—	—	—	—
Ougi Power: 1.2x, 術Power: 0.8x	The power of Ougi becomes 1.2x, while the power of Sacred Servant Arts becomes 0.8x. Recovery arts, Break Soul, and Secret Ougi powers remain unchanged.				
術Power 1.2x Ougi power 0.8x	The power of Sacred Servant Arts becomes 1.2x, while the power of Ougi becomes 0.8x. Recovery arts, Break Soul, and Secret Ougi powers remain unchanged.				
BG does not decrease when incapacitated	Nullifies BG reduction when incapacitated. Additionally, BG only decreases when the battle rank is Normal or higher.				
Stun damage reduction +0%	Reduce the damage received during stun by a numerical amount	25	—	—	50
Damage reduction when defending +○%	Reduce the damage received during defense by a numerical amount				
The soul limit increases by 1	The maximum soul value increases by 1. The maximum cap is 8	1	—	—	3
Attack damage increases in proportion to t 術he number of consecutive hits	For each additional consecutive hit count, the damage dealt increases by 1%.				
Use of techniques increases power depending on the technique used Power increases	According to the number of stars in the 技 (technique) count, the damage dealt by that 技 increases. For each additional star, the damage dealt increases by 5%.				
According to the ★ of the technique used, the staggering time is extended	According to the number of stars in the 技 (technique) count, the stun duration for that 技 increases. Stun duration (seconds) = base time ((stars × 1.5, rounded up to the nearest multiple of 2) ÷ 60).				
According to the technique used, steel body duration is extended	According to the number of stars in the 技 (technique) count, the guard time generated by that 技 increases. Guard time (seconds) = base time + ((number × 4) ÷ 60).	—	—	—	—
Depending on the used 技, the 技 count star rating increases the probability effect activation rate of that 技. Probability effect increase:	Activation rate = base probability × ((stars × 0.1) + 1).				
According to the technique used, SG consumption reduction	According to the number of stars in the 技 (technique) count, the consumption SG for that 技 decreases. For each additional star, the SG reduction amount increases by 5%.				
The number of Technique uses increases at twice the rate	術The increment of 技 count doubles				

Increase random skills with Magic Crystal

The random skills granted to equipment depend on th e Magic Crystals in possession and the battle rank. For ex ample, a skill like "Stun Performance x times" will absolut ely not occur unless you hold the "Stun Ice Crystal" and fi ght at a battle rank of at least "Second." Crystals are obtai ned gradually as you progress through the main epilogue

Note that you can obtain some crystals to a certain extent naturally by progressing, but the battle ran k must be set arbitrarily. Also, some skills are easier to grant than others. The table below uses six level s S, A, B, C, D, E to indicate ease of granting; the hig her the grade, the easier it is to grant.

Magic Crystals required for random skill granting and battle rank

Skill Name	Grant probability	Required Magic Crystals	Necessary "Battle Rank
Attack Power + ○	A	Basic Ability Magic Ice Crystal Simple	
術Attack + ○	A		
Defense + ○	A		
術Defense + ○	A		
Concentration + ○	A		
Max HP + O	A		
Technique: "HP Absorption" Effect x0	S	Stamina Absorption Magic Ice Crystal Normal	
HP recovery +○ upon defeating an enemy	S		
During Break Soul BG increase amount ×○	S	Awakening Mana Crystal	Normal
Item usage lockout time shortened +○%	S	Crafty Ice Crystal	Normal
Stun effect reduced by ○%	A	Stun Mana Crystal	Simple
0% reduction of burn effect	A	Burn Mana Crystal	Simple
0% reduction of slow effect	A	Slow Mana Crystal	Simple
Poison effect reduced by ○%	A	Poison Mana Crystal	Simple
Fatigue effect reduced by o%	A	Fatigue Magic Ice Crystal	Simple
Versus Beast Race Performance + ○%	B	Racial Attribute Magic Ice Crystal・Earth	Normal
Versus Shell/Carapace Race Performance +0%	B		
Versus Amorphous Race Performance +○%	B		
Versus Legless Race Performance +0%	B		
Versus Winged Race Performance +○%	B		
Against "Beastkin" Performance +0%	C	Racial Capability Ice Crystal Mat天	Normal
Against "Armor" Performance +0%	C		
Against "undead" performance +○%	C		
Against "demon" performance +○%	C		
Vs. 'Dragon' Performance +0%	C		
Damage of non-attribute attack +○%	E	Magic Ice Crystal of Attribute Power E - Normal	
Damage of fire attribute attack +○%	E		
Damage of earth attribute attack +○%	E		
Water attribute attack damage +0%	E		
Wind attribute attack damage +0%	E		

Skill Name	Grant probability	Required Magic Crystals	Required Battle Rank
Paralysis Effect Multiplier	E	Stun Magic Ice Crystal	Second
Burn Effect Multiplier ○	E	Burn Magic Ice Crystal	Second
Slowness Performance Multiplier ○	E	Slowness Magic Ice Crystal	Second
Poisonous Performance ×○	E	Poisonous Magic Ice Crystal	Second
Fatigue Performance ○x	E	Fatigue Magic Ice Crystal	Second
Master Skill Learning Speed +0%	D	Proficiency Magic Ice Crystal	Second
Non-attribute Damage Reduction + ○%	D	Attribute-Reducing Magic Ice Crystal Second	
Fire Attribute Damage Reduction + ○%	D		
Earth Attribute Damage Reduction + ○%	D		
Water Attribute Damage Reduction + ○%	D		
Wind Attribute Damage Reduction + ○%	D		
When HP is at or below 0%, Attack Power Increase + 30%	E		
When HP is at or below 0% 術Attack Power Increase + 30% Added	E		
When HP is at or below 0%, Defense Increase + 30% Added	E	Reverse-turned magical ice crystal	Second
When HP is at or below 0%, Magic Defense Increase + 30% Added	E		
When HP is at or below 0%, Concentration Increase + 30% Added	E		
Reduces all damage ○	Absolute Reduction Magic Ice Crystal		Hard
Reduce SG consumption by ○%	E	Consumption Halving Ice Crystal Hard	
During Break Soul, ○% Chance Not to Lose	E	Steel Spirit Ice Crystal	Hard
Damage Mitigated is Reflected at ○%	B	Reflection Ice Crystal	Evil
Stun Time Multiplied by ○	B	Consciousness Ice Crystal	Evil
Charge Effect Activation Speed Increases by ○%	C	Energy Ice Crystal	Chaos
Become Invincible for 0○ Seconds at Battle Start	C	Invincible Ice Crystal	Chaos
HPO revives at o%	D	Eternal Phoenix Ice Crystal	Normal

To grant enhancement bonuses to random skill slots

Enhancement bonuses often have a stronger effect than master skills. Generally, they are not candidates for random skills; however, if you possess the "Extre mal Demon-Steel Crystal," some enhancement bonus es can appear as random skills. Note that they only oc cur when you have upgraded to at least 10 levels.

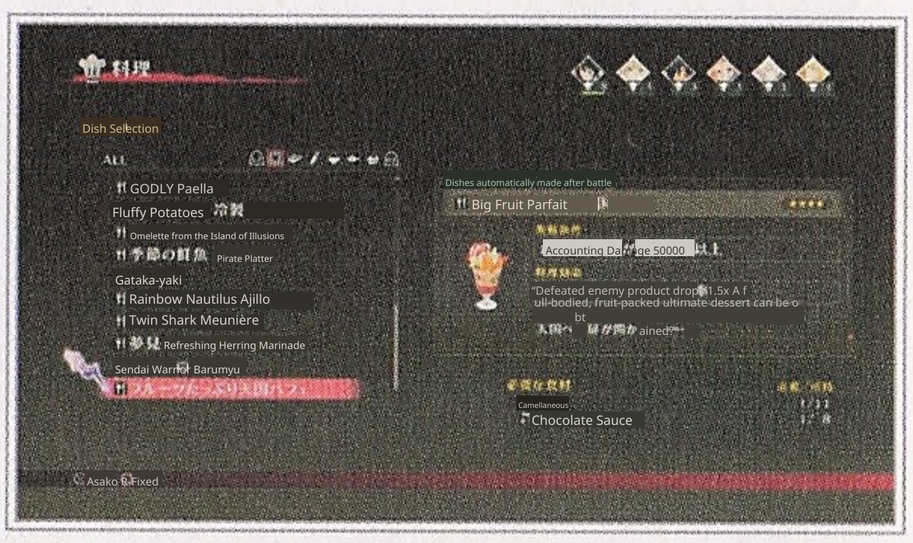
It is limited to equipment that has been enhanced at least once. The "Crystallized Magic Steel" is a magic crystal obtained by dis assembling equipment that has been enhanced to the maximu m 10 levels, and you can possess up to 99 of them. The more yo u have, the more likely the enhancement bonus will manifest as random skills, but gathering them requires considerable effort.

Cooking

Cooking consumes specified ingredients to restore HP, and each recipe also provides different effects. After selecting the recipe you want to cook in the cooking screen and choosing the character to cook, you will gain effects such as HP recovery and all-status ailment prevention when certain conditions arise during the next battle. These auxiliary effects are especially important when facing strong enemies, so collect the necessary materials at the shop or during exploration of the Other Sea (→P20), and cook the most effective ones before the battle starts. Dishes can be prepared repeatedly without limit.

If you set a cooking duty, the selected dish will be automatically used after the battle ends. It's good to set this when there are enough ingredients.

Unless you have a strong preference, having each character keep making their specialty dishes (→P16) will efficiently raise their cooking levels.



New recipes can be found mainly through exploring different seas, and some are obtained by progressing certain sub-episodes.

Cooking Features

- When cooked, it fully restores HP for all characters. In addition, the effects of the dish will be used in the next battle.
- The character who cooked the dish gains cooking experience, and the cooking level rises after reaching certain experience. Maximum cooking level is 25.
- Once a certain cooking level is reached, each character will learn cooking skills.
- Some recipes favor certain characters, while others favor different characters for cooking.
- ◆ Cooking skills, excluding "☆○ Recipe Aptitude," can be activated during cooking. Only one cooking skill can be activated at a time (the number 1–4 is entered for the placeholder "○").
  - For specialty recipes, the experience gained during cooking is increased by 1.2 times, and the activation rate of the "☆○ Recipe Aptitude" is increased by 1.15 times.
  - For non-ideal recipes, the experience gained during cooking is the same as usual, but the activation rate of "☆○ Recipe Aptitude" becomes 0.85 times.

Experience required for increasing cooking level

料理 Level	Necessary Experience Points	累計 Experience Points	Probability of "Recipe Aptitude" Activation ☆	☆☆	☆☆☆	☆☆☆☆
1	—	—	0	0	0	0
2	60	60	5	0	0	0
3	100	160	6	0	0	0
4	160	320	7	0	0	0
5	160	480	8	5	0	0
6	160	640	9	6	0	0
7	160	800	10	7	0	0
8	160	960	12	8	0	0
9	160	1120	14	9	0	0
10	160	1280	16	11	5	0
11	160	1440	18	13	6	0
12	160	1600	20	14	7	0
13	160	1760	23	16	9	0

【Cooking Required Level	Experience Points	累計 Experience Points	"☆Recipe Aptitude" Occurrence Probability ☆	☆☆	☆☆☆	☆☆☆☆
14	160	1920	26	18	11	5
15	160	2080	29	20	13	6
16	160	2240	33	23	15	7
17	160	2400	37	27	17	9
18	160	2560	43	31	20	11
19	160	2720	50	36	23	13
20	170	2890	50	42	27	16
21	190	3080	50	50	32	19
22	220	3300	50	50	39	22
23	260	3560	50	50	50	27
24	310	3870	50	50	50	35
25	370	4240	50	50	50	50

Main Effects of Cooking Skills

Cooking Skill Name	Effect
☆◯Recipe Aptitude	When preparing dishes of that rank, there is a chance that ingredients will not be consumed. The probability increases as the cooking level of the character rises.
Reduces ◯◯ (Status Effect) by ◯%	For a certain period, reduces the effects of that status ailment by a numerical amount
◯◯ (Status) increases by ◯%	For a certain period, increases the status by a numerical amount
Over 1000 damage reduction ◯%	For a certain period, reduces damage received greater than 1000 by a numerical amount
◯Elemental damage received is nullified 0%	For a certain period, nullifies damage received of that element with a numerical probability

Cooking skills acquired by party members

Velvet

Cooking Level	Cooking Skill
1	Stun effect reduces by 10%
2	☆1 Recipe Proficiency
3	Maximum HP increased by 10%
5	☆2 Recipe Proficiency
8	Resist being paralyzed: 20% reduction
10	☆3 Recipe Proficiency
12	Damage received of 1000 or more is reduced by 20%
14	★4 Recipe Proficiency
17	Max HP increased by 20%
20	Damage taken over 1000 is reduced by 40%

Rokurou

Cooking Level	Cooking Skill
1	Resist being burned: 40% reduction
2	☆1 Recipe Proficiency
3	Magic attack increase: 10%
5	☆2 Recipe Proficiency
8	Resist being burned: 60% reduction
10	☆3 Recipe Proficiency
12	Fire attribute damage received is nullified by 5%
14	★4 Recipe Proficiency
17	Magical attack increased by 15%
20	Fire attribute damage received is nullified by 15%

Rifiset

Cooking Level	Cooking Skill
1	Resist being stunned: 40% reduction
2	☆1 Recipe Proficiency
3	Attack power increase: 10%
5	☆2 Recipe Proficiency
8	Resist being stunned: 60% reduction
10	☆3 Recipe Proficiency
12	Non-element damage received is nullified by 5%
14	★4 Recipe Proficiency
17	Attack increased by 15%
20	Non-attribute damage received is nullified by 15%

Issen

Cooking Level	Cooking Skill
1	Being Slowed: 40% reduction
2	☆1 Recipe Proficiency
3	Defense: 10% increase
5	☆2 Recipe Proficiency
8	Being Slowed: 60% reduction
10	☆3 Recipe Proficiency
12	Earth attribute damage immunity 5%
14	★4 Recipe Proficiency
17	Defense increased by 15%
20	Earth attribute damage immunity 15%

Magilou

Cooking Level	Cooking Skill
1	Being Poisoned: 40% reduction
2	☆1 Recipe Proficiency
3	Magical Defense: 10% increase
5	☆2 Recipe Proficiency
8	Being Poisoned: 60% reduction
10	☆3 Recipe Proficiency
12	Water attribute damage immunity 5%
14	★4 Recipe Proficiency
17	Magic defense increased by 15%
20	Water attribute damage immunity 15%

Eleanor

Cooking Level	Cooking Skill
1	Being Fatigued: 40% reduction
2	☆ Recipe Aptitude
3	Concentration: 10% increase
5	☆2 Recipe Proficiency
8	Being Fatigued: 60% reduction
10	☆3 Recipe Proficiency
12	Wind attribute damage immunity 5%
14	★4 Recipe Proficiency
17	Concentration increased by 15%
20	Wind attribute damage immunity 15%

List of dishes: Proficient (◯) · Not proficient (x)

Dish name	Velvet	Rokurou	Rifiset	Issen	Magilou	Eleanor
Uri-boa sausage	—	—	—	—	—	—
Dwarf Surprise Hamburg	×	—	—	◯	—	—
Three-Blend Ground Meat Ragout	◯	—	—	—	—	—
Boar-Rabbit Tomato Stew	—	—	—	—	—	◯
Albatross Karaage	◯	—	—	—	—	—
Thick-Cut Lizard Tail Steak	×	—	—	◯	—	—
Melt-in-Your-Mouth Beef Tendon Stew	—	◯	—	—	×	—
Mapo Curry Steamed Bun	—	—	◯	—	—	—
Freshly Squeezed Norumin Carrot Juice	—	—	—	—	◯	×
Krau Family's Special Quiche	◯	—	—	—	—	×
Bariboo Vegetables Bagna Càuda	—	—	×	—	◯	—
Secret Recipe Miso Oden	—	◯	—	—	×	—
Crispy Cabbage Stir-fry	—	—	—	—	◯	—
Cat Emperor's Ratatouille	—	—	—	—	—	◯
Coarsely mashed potato salad	◯	—	—	—	—	—

Dish name	Velvet	Rokurou	Rifiset	Issen	Magilou	Eleanor
Shell Pasta Minestrone	—	—	—	—	—	◯
Mabo Curry	—	—	◯	—	—	—
Inugami Paella	—	—	×	—	◯	—
Chilled Potato Fluffy Soup	—	—	—	—	—	◯
Omelette with Fantasy Bird's Egg	◯	—	—	—	—	—
Pirate King's Seafood Bowl	—	◯	—	×	—	—
Seasonal Fresh Fish Pirate Platter	—	◯	—	×	—	—
Takoyaki	—	◯	—	—	—	—
Rainbow Nautilus Ajillo	—	—	—	—	—	◯
Twin Shark Meunière	—	—	◯	—	—	—
Dreaming Herring Refreshing Marinade	—	—	◯	—	—	—
Giant Squid Seafood Pizza	—	—	◯	—	—	—
Warrior's Palmier	—	—	—	◯	—	—
Rich Thick Soft Serve Ice Cream	—	×	—	◯	—	—
Fruit-Filled Heaven Parfait	—	×	—	◯	—	—

Cooking List

Dish name	Cooking Rank	Battle effects and activation conditions	Required materials	Locations to obtain recipes and timing for obtaining them
Meat dishes				
Wuriboa Sausage	☆	Activation condition: Someone's HP is 75% or less; Effect: Recovers 20% HP	Uli Boa's marbled meat Nutmeg	SUB 04 (→P158)
Dwarf Surprise Hamburger	☆	Activation Condition: Someone's HP is 50% or below Effect: Restores 30% HP	Mysterious Meat Bread Crumbs	Exfia Sea of Gods (異海探索)
Three-Types Ground Meat Ragout	☆☆☆	Activation Condition: Someone's HP is 25% or below Effect: Restores 40% HP	Mole Meat Grape Juice	Unmultia Subcontinent (異海探索)
Boar Rabbit Tomato Stew Albatross Karaage	☆☆☆☆	Activation Condition: Someone's HP is 15% or below Effect: Restores 50% HP	Boar Rabbit Meat Tomato	Cheegle Island (異海探索)
	☆☆	Activation condition: All party members' HP at 60% or below Effect: Restores 20% HP	Albatross meat Garlic	Demon Sea Asra (異海探索)
Tail meat of lizard Thick-cut steak with tender	☆☆	Activation condition: All party members' HP at 45% or below Effect: Restores 30% HP	Lizard tail meat Pepper	Sea Volcano Soma (異海探索)
don meat Slow Simmered Meal	☆☆☆	Activation conditions: All characters' HP at 20% or below Effect: Restores HP by 40%	Wyvern Tail Meat Junmai Sui Shin	Centurion Riven Island (異海探索)
Ma-bo Karree Man	☆☆☆☆	Activation conditions: All characters' HP at 10% or below Effect: Restores 50% HP	Legendary Tofu Legendary Doubanjiang	SUB 29 (→P174)
Vegetable dishes				
Nolmin Freshly Squeezed Carrot Juice	☆☆	Activation conditions: Someone's HP is 50% or below Effect: The healing spell's healing multiplier becomes 1.2x	Norumin Carrot Rock Salt	Norlmin Islands Sea (Exploration of the Uncharted Sea)
The Kau Family's Special Quiche	☆☆☆	Activation conditions: Someone's HP is 40% or below Effect: The healing spell's recovery multiplier increases by 1.3x	Spinach Freshly squeezed milk in the morning	Main 47(→P137)
Baribou Vegetables Barnyakauda	☆☆☆	Activation condition: When someone's HP is 30% or below Effect: The healing spell's recovery multiplier increases by 1.4x	Celery Anchovy Pickle	TiPo Island (異海探索)
Secret Miso Miso Oden	☆☆☆☆	Activation condition: When someone's HP is 20% or below Effect: The healing spell's recovery multiplier increases by 1.5x	Secret Recipe Miso Daiginjo Junmai Xinmi	Stairway to Heaven (→P216)
Crispy Cabbage Stir-Fry Emperor	☆☆☆	Activation condition: 30 seconds after combat start Effect: HP recovers by 10 every 0.5 seconds	Cabbage Worcestershire Sauce	Forus Archipelago (異海探索)
Cat Ratatouille	☆☆☆☆	Activation condition: 60 seconds after combat start Effect: HP recovers by 20 every 0.5 seconds	Zucchini Olive Oil	Kurushniku Island (異海探索)
穀物・イモ料理				
Coarsely mashed potatoes Salad	☆☆	Activation condition: Switch Blast activated Effect: Reduces all damage by 20	Potatoes Mayonnaise	Kanono Spring-Summer-Autumn Island (異海探索)
Shell Pasta Minestrone	☆☆☆☆	Activation condition: Switch Blast activated Effect: Reduces all damage by 45	Conchiglie Golden Bouillon	Stairway to Heaven (→P213)
Mapo Calorie	☆	Activation Condition: Someone gains a status ailment Effect: Prevents all status ailments	Tofu Doubanjiang	Main 19 (→P109)
Inugami Paella	☆☆☆☆	Activation Condition: Someone gains a status ailment Effect: Prevents all status ailments	Swift Wind Rice · Phantom Sharp Rice Mussels	Great Archipelago Claetia (異海探索)
Chilled Potato with Fluffy Soup	☆☆☆	Activation Condition: Someone is unable to continue in battle Effect: Revives from being knocked out and restores 10% HP	Fluffy Milk Leek	Breath Arts Sea Area (異海探索)
Omelette with the Egg of the Fantastical Bird	☆☆☆☆	Activation condition: If someone is knocked out Effect: Revives from fainting and restores HP by 20%	Fantasy Bird Egg Tomato Ketchup	Albein Continent (異海探索)
Pirate King's Seafood Bowl ☆☆☆☆		Activation conditions: Someone faints Effect: Revives from incapacitation and restores 30% HP	Ikura This brewed soy sauce	Stairway to Heaven (→P217)
Seafood dishes				
Seasonal Fresh Fish Pirate Platter	☆	Trigger: 30 hits or more Effect: SG fully restores	Tuna Soy sauce	Raymond Stormsea (異海探索)
Takoyaki	☆☆☆	Trigger: 60 hits or more Effect: SG fully recovers	Octopus Okonomi Sauce	Main 40 (→P129)
Rainbow Colored Nautilus Ajillo	☆☆☆☆	Activation conditions: 90 hits or more Effect: SG fully recovers	虹色オウムガイ Virgin Olive Oil	Sodean Peninsula (Sea Exploration)
Twin Shark Meunière	☆	Activation Condition: 60 seconds have elapsed since the start of battle Effect: BG recovers once	Twin Sharks Lemon	Twin Island Diomer (Sea Exploration)
Dream Salmon Marinate	☆☆☆☆	Activation Condition: 120 seconds after battle starts Effect: BG recovers twice	Dream Salmon balsamic	Day-Night Island Nahoturn (異海探索)
Giant squid's seafood pizza	☆☆☆☆	Activation condition: 180 seconds after combat starts Effect: BG recovers 3	Giant squid Aged Premium Cheese	Stairway to Heaven (→P215)
Sweets				
Warlike Warrior Pal mie	☆☆	Activation condition: total damage of 5000 or more Effect: Drops from defeated enemies' equipment increase 1.2 times	Barbatos Butter Sugar	Barbatos Islands (異海探索)
Rich Soft Cream	☆☆☆☆	Activation condition: Total damage of 15,000 or more Effect: Equipment drop rate from defeated enemies increases by 1.35 times.	Vanilla Bean Rich Premium Milk	Stairway to Heaven (→P214)
Full of fruits Heaven Parfait	☆☆☆☆	Activation condition: Total damage 50,000 or more Effect: Drops from defeated enemies' equipment loot rate increases by 1.5 times	Melon Chocolate Sauce	Quicky Peninsula (異海探索)

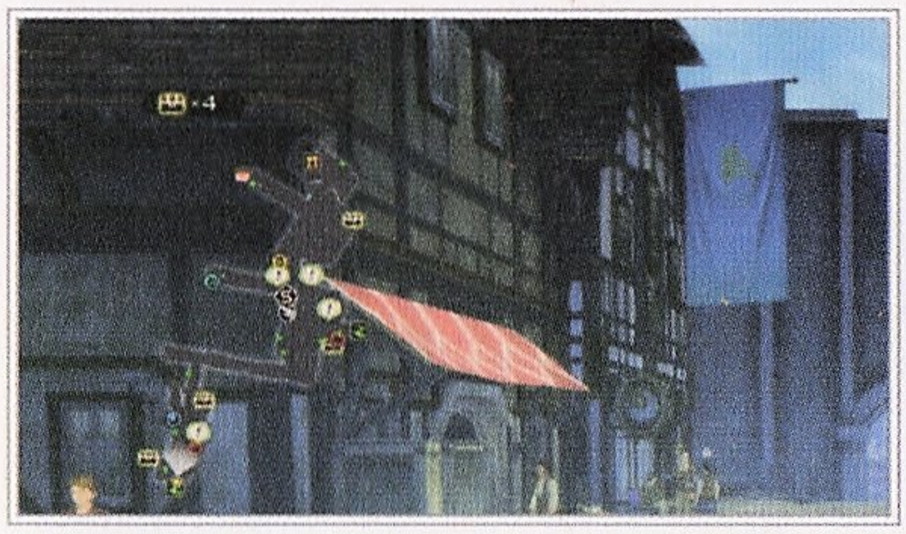
Magic Crystal

Magic Crystals are items that exhibit specific effects depending on their type, broadly categorized into 4 types. Ice Magic Crystals primarily determine the type of random skills that occur. Wind Magic Crystals have the effect of changing the adventure and combat systems. Flame Magic Crystals affect the rank and number of random skills that occur, among other things.

In addition to affecting these, they can also increase equipment drop rates. Steel Magic Crystals are involved in equipment enhancement and disassembly, and some also exert effects when the total enhancement level of equipment exceeds a certain threshold. Here, we will explain the effects of some Wind Magic Crystals that make adventuring more comfortable.

Advance map exploration in a short time

Each map contains many treasure chests, treasure points, and herbs, but collecting all of them while progressing takes time. Obtaining a rare board will increase movement speed to some extent, but it requires progressing the main episode to the middle stages, and it cannot be used on that map unless you touch a Geomancy Tree. To quickly advance exploration, three types of Wind Magic Crystals with movement speed-increasing effects are effective. Additionally, the 'Clairvoyant Wind Magic Crystal,' which displays the number of unopened treasure chests in the current area, should be acquired early.



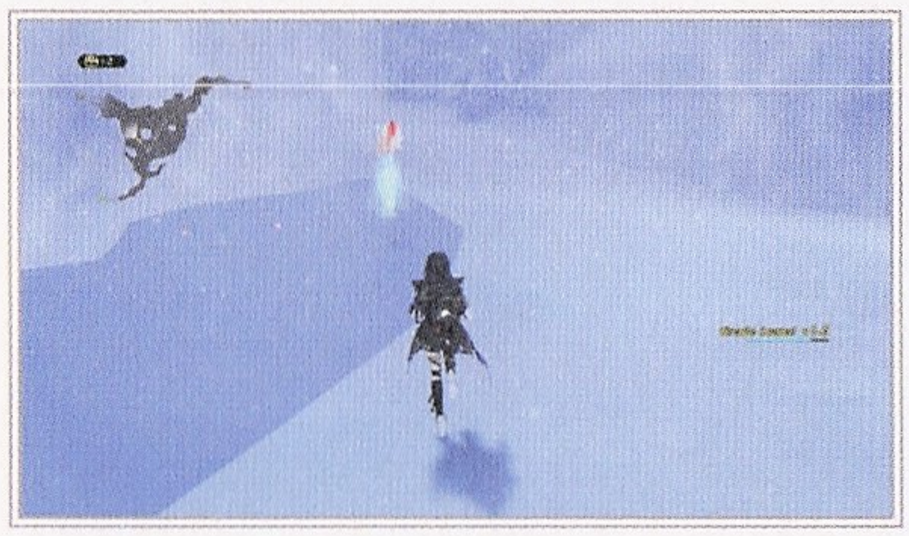
After acquiring the 'Clairvoyant Wind Magic Crystal,' the number of treasure chests will be displayed at the top of the mini-map. It is also convenient for checking the respawn of treasure chests that have already been collected.

Main Magic Crystals Affecting Map Exploration

Magic Crystal Name	Effect	Acquisition Method
Wandering Wind Magic Crystal	Movement speed on the map increases by 10%. The effect stacks, and obtaining three increases it by 30%.	Reward for upgrading the shop to Rank 2
Courier Wind Magic Crystal		Main: defeat mercenaries at 20
Wadaten no Mafūshōkyō (Heavenly Wind Crystal) / S		Defeat Glossa Agito at Main 30 / Subdue the Aegis-class Guard Spirit Hall
enrigan no Mafūshōkyō (Far-seeing Wind Crystal)	The number of unopened treasure chests in the current area is displayed in the upper left of the screen	

Enjoy battles with formidable foes

The battle rank that can be chosen from the start is “Hard.” However, by obtaining the “Shajinn no Mafūshōkyō” and the “Konton no Mafūshōkyō,” you can select higher-difficulty battle ranks. The battle rank is influenced not only by the types and ranks of random skills that occur, but also by the appearance rate of Wandering Enemies (→P26) and the Grade you acquire (→P35). If you want to face stronger enemies, you should change it. Also, obtaining the “Rensenshūma no Mafūshōkyō” unlocks the continuous battle bonus. It is recommended to work on earning GRADE after obtaining this.



The Rensenshū Bonus is a system where continuous victories within a fixed time period multiply the GRADE you earn. Focusing on battles makes it easier to accumulate GRADE.

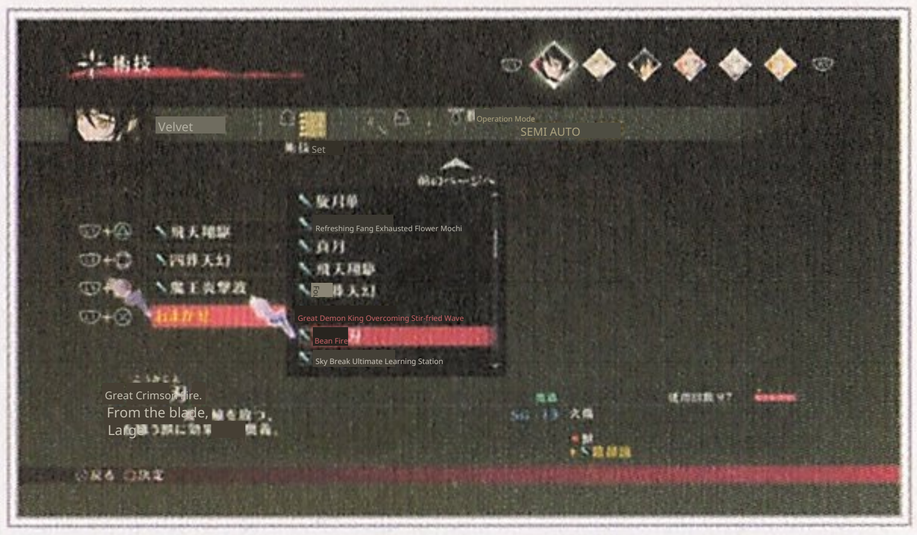
Earned GRADE • Primary Mafūshōkyō crystals that affect Battle Rank

Mafūshōkyō crystal name	Effect	Enemies that drop
連战练磨的魔风晶	Unlocked the consecutive battle bonus	Dryad Devourer (fights at main 36)
危险遭遇的魔风晶	Battle Rank "Normal" or above to encounter Wandering Enemies (→P26)	Pirate Sacred Slave (fights at main 15)
邪心的魔风晶	Battle Rank "Evil" becomes selectable	Echidna (Alpha-class vigilant demon)
Chaos Wind Crystal	Battle Rank "Chaos" becomes selectable	Spectral Crystal (Alpha-class vigilant demon)

Smooth out battles

Spells and techniques used in combat are assigned to each button beforehand

You can set them, but there aren't enough slots to set all arts. To compensate for this, if you possess a "Skill Branching Demon Wind Crystal" and an "Art Branching Demon Wind Crystal," you can activate branched skills by simply long-pressing a button. Branched skills are determined by each art, and by utilizing this, you can easily activate arts that are not assigned to a button. It's recommended to differentiate by using button mashing for set arts and long-pressing for unset arts.



When you obtain the Advent Expansion of the Demon Wind Crystal, you can configure the術技 (techniques) corresponding to each button in the Techniques screen. Make sure to set them before忘れずにセットしておこう。

Main magical crystals that affect combat操作

Mafūshōkyō crystal name	Effect	Acquisition Method
Magical Wind Crystal for aerial recovery	During combat, you can perform an aerial recovery by pressing the L1 button while recoiling in the air	Defeating the Type A Guarder Demon Bat Baron —
Magic-derived Wind Crystal	If you have learned derived techniques for active skills and ultimate techniques, you can trigger the derived technique by holding the configured button	reward when the shop is upgraded to Rank 5
Spell-derived Wind Crystal	If you have learned the derived spells of Sacred Servant Arts and Recovery Arts, you can chant the derived spell by holding the activation button during a standby state	<original>ボタン</original> -> <translation>L2 Button Reward when the shop is upgraded to Rank 6
Magical Wind Crystal for activation expansion	When you press the L1 button while activating a technique, you can trigger a different technique	Fourth-tier Administrative District Indeterminate Species Lurking Zone — first clear reward

Mini-game

This work lets you enjoy a variety of mini-games at different locations during your adventure. By playing each mini-game, you can earn TL Coins, and achieving certain results will earn you visual items as rewards.

TL Coins can be exchanged for visual items, consumables, and enhancement materials once you accumulate a certain number. Many items are available only here, so sometimes you might want to relax and enjoy the mini-games.

Items that can be exchanged for TL coins Is available in all mini-games.

There are things that will be unlocked. As you clear, higher-tier stages

Mini-game List

Mini-games	Content	Details
Shambaloon 2	挑战一个角色并使用术技来摧毁气球，比较时间	P187
Slash Beat	选择一个角色挑战，在限时内对卡卡西2号造成的伤害进行对比	P187
Serving Game	在酒馆被来客点餐，送达请愿中的料理，是系列中熟悉的小游戏	P188
Jump! Bienfu	通过连按指定按钮或在合适的时机按下，来比较惠恩福跳跃的距离	P189
Ojimen	在高速变化的老人表情中，抓住时机把表情定格为指定的表情	P189
Fishing	TL coins can be earned according to the type of fish you catch. Requires fishing bait obtainable fro	P189
Character Card	m Treasure Points. A card game using cards with札 depicting characters from the Tales of series, in a hanafuda-	P190
Flag Checker	like rule set. A race to collect all the flags placed on the course while riding a Rare Board.	P192
Coin Getter	On a rare board, compete to see how many cat coins you can collect on the course within the time limit. A game similar	P194
Nor Mo Shon	to Concentration where you specify pairs of NumMin that perform the same movements by observing the many NumMin'	P196
Slide Puzzle	movements. Slide the divided, shuffled illustration panels to complete the correct illustration.	P197

Exploration of the Exotic Sea

The main 18 and above will enable异海 exploration from the menu screen. This system dispatches a ship to a designated ocean area, and after a certain period, items can be obtained. In particular, many recipes and ingredients required for cooking will be discovered through异海 exploration, so accumulate

Let's push exploration vigorously. Note that the required exploration time is 30 minutes, but this is not in-game time; it is calculated by the console's internal clock. Therefore, if the required time passes while you are not playing, the exploration ship will return immediately after you resume the game.

The exploration ship returns, and you can review the results of the three battles that occurred during the exploration. The more victories you have, the greater the rewards you receive.

In the Treasury, you can view details of treasures obtained so far, along with banter between characters regarding those treasures.

Features of the Alternate Sea Exploration

- After dispatching to a designated area, the exploration ship returns in 30 minutes, allowing you to obtain ingredients, exchange materials, cooking recipes, visual items, and treasures.
- Each exploration area has a required exploration level for dispatch. The exploration level increases as you succeed in Alternate Sea Explorations, gaining experience points.
- You learn skills that trigger during exploration based on the number of treasures found. If the corresponding character is absent, the skill will not trigger.
- The number of dispatchable areas increases when a route to the next sea area is discovered, allowing up to 20 areas to be dispatched.

List of Alternate Sea Exploration Skills

Discovered Treasures	Learned Skills	Skill Effects	Applicable Characters
1 item	Renge-tsu Training Menu [Prologue]	Experience gained increases by 10%	Rokurou
2 items	Studious	Ingredient acquisition increases by 20%	Rifiset
3 items	Highly Competitive	Among three battles, you must win at least one	Eleanor
4 items	Skill Slot Expansion	Up to two skills can be activated at the same time	—
5 items	Witch Fortune-Telling (cheating and flashy)	The probability of obtaining rare ingredients increases by 5%	Magilou
6 items	Direct Navigation Technique [Beginner]	Reduce exploration time by 5 minutes	Issen
7 items	Big Sister's Support	In the next exploration, at least one skill will be activated	Velvet
8	Lange Tsuru Training Menu【Oni】	Experience points gained increase by 25%	Rokuro
9	Know-it-all Doctor	Number of ingredients obtained increases by 50%	Rifiset
10	Guts and Guts	Win in two out of three battles	Eleanor
11 pieces	Witch's Fortune-telling (Random)	Increases the drop rate of rare ingredients by 20%	Magilou
12 pieces	Direct Maritime Traditions【Advanced】	Reduces exploration time by 10 minutes	Issen
13 pieces	Sis' Scolding	In the next exploration, two or more skills will be activated	Velvet
14 pieces	Skill Slot Expansion+	Up to three skills can be activated at the same time	—
15	Rangetsu Style Training Menu【Prison】	Experience points gained increase by 50%	Rokurou
16個	Walking Encyclopedia	Number of ingredients obtained increases by 100%	Rifiset
17	Indomitable	Win all of the three battles	Eleanor
18 items	Witch Divination (Ya, with motivation?!)	Increase the drop rate of rare ingredients by 50%	Magilou
19 pieces	Directly Inherited Navigation Techniques【Death God Class】	Reduce exploration time by 15 minutes	Issen
20 pieces	Sister's Encouragement	The next exploration will trigger 3 skills	Velvet

Ancient Sea Exploration Areas and Items Obtained

Area Name	Required Exploration Level	Ingredients	Selling materials	Recipes (Top) Visuals (Middle) Area Unlock (Bottom)
Raymond Stormsea	1	Tuna	Dried fish	Seasonal fresh fish pirate platter
		Soy sauce	Pirate flag nameless pirate	Telescope
		—	Sea creature material	Route to Diomel, Twin Islands
Twin Island Diomer	2	Twin sharks	Flower badge	Munyel of Twin Sharks (Munière)
		Lemon	Pirate flag Sturm Pirate Crew	Sunglasses (Color Frame)
		—	Impact fish horn	Route to Exosphere Sea of God
Exfia Sea of Gods	3	Mysterious Meat	Miniature Animals	Gnome Surprise Hamburger
		Bread Crumbs	Pirate Flag: Siren Pirate Band	Always Lloyd
		—	Conical Shell	Route to Ashura of the Demon Sea
Demon Sea Asra	4	Albatross meat	Commonly Known as Delicious Replica	Deep-fried Albatross
		Garlic	Pirate Flag: Sea Serpent Party	Frameless Glasses
		—	Blue Swiftfish Fin	Route to Canonno Spring-Summer-Autumn Island
Kanono Spring-Summer-Autumn Island	5	Potato	Eclipse Tear	Coarsely Ground Potato Salad
		Mayonnaise	Pirate Flag: Drake Trading Company	Eyepatch (Flange)
		—	Armor Crab Carapace	Route to Norumin Islands Sea
Norumin Archipelago Sea	6	Norumin carrot	Mini King's Bust	Fresh-Squeezed Norumin Carrot
		Rock salt	Pirate Flag Mirage Pirate Fleet	Readings: Sleigh
		—	Gray Wolf Tooth	Route to Sea of the Volcanic Island Soma
Sea Volcano Soma	7	Tail meat of a lizard	眠り姫の絵本	Thick-cut Steak of Lizard Tail Meat
		Black pepper	Pirate Flag Barracuda Pirate Fleet	Roclow Swimsuit Outfit
		—	Beak of the Bombing Crow	Route to Barbatos Archipelago
Barbatos Islands	8	Barbatos Butter	Maneki-neko	Fierce Warrior Palmie
		Sugar	Pirate Flag: Hound Hunt Clan	Usamimi (Black)
		—	Fierce Jaw Dragon Fang	Route to the Fortunes Islands
Forus Archipelago	9	Cabbage	Ao Moon Stone	Sautéed Shredded Cabbage with Vegetables
		Worcestershire Sauce	Pirate Flag Morgain Pirates	Velvet Swimwear
		—	Ghost Ship Cat	Route to the Anmarustia Subcontinent
Unmultia Subcontinent	10	Mall Meats	The Princess Story Masterpieces	Three-Variety Ground Meat Ragout Sauce
		Grape Hearts	Pirate Flag Charlotte Pirates	Ear Muffs
		—	Onyx Fish Scales	Route to the Breach Arts Sea Area
Breath Arts Sea Area	11	Fluffy Milk	Gemini Shell	Cold Potato Soup with Fluffy Foam
		Leek	Pirate Flag Kataphract Pirate Band	Inu- tail (Black Shiba)
		—	Head Armor of the Rock-Tusk Fish	航线到Centurion裂岛
Centurion Riven Island	12	Wyvern Meat	Melomelo Kou	Slow-cooked tendon meat
		Junmai Shin Sui	Pirate Flag Regiones Pirate Band	Rifiset Bathing Suit Outfit
		—	Lion-Head Eagle Feathers	Route to Tippo Island
TiPo Island	13	Celery	Rhondaun Language Dictionary	Baribō Vegetables with Bagna Càuda
		Anchovy Pickled in Salt	Flag of the Pirate Atlas Pirate Group	Demon's Wing
		—	鬼灯海月の毒針	航路 to Kurusunik Island
Kurushniku Island	14	Zucchini	Crispy	Cat Emperor's Ratatouille
		Olive oil	Pirate Flag Matebimore Pirates	Aizen swimsuit costume
		—	Thunder-scaled fish scales	Route to the Great Archipelago of Kritia
Great Archipelago Claetia	15	Weeping Rice, Sharp Rice	Special flag	Paeilia of the Inugami
		Mussels	Pirate Flag Magellan Pirates	Fluffy Rapid
		—	Ember butterfly powder	Route to ChiGle Island
Cheegle Island	16	Boar meat	Tataru grass	Stewed Boar Rabbit Tomato
		Tomato	Captain Flag of the Lunor Pirate Crew	Left-part Bangs
		—	Finned fish dorsal fin	Route to Lunchtime Nahtotern Island
Day-Night Island Nahoturn	17	Dream Salmon	Lovey Gummy	Refreshing Marinated Dreamy Herring
		balsamic	Captain Flag of the Rondpel Pirate Crew	Magill Waterwear
		—	The Eye of the Red-bearded Giant	Route to the Algain Continent
Albein Continent	18	Fantasy Bird Egg	Ukiyo-e	Omelette with Fantasy Bird Egg
		Tomato Ketchup	Captain Flag of the Wadatsumi Navy	Hydrangea Corsage
		—	Whisker of the Great Whale	Route to the Soedian Peninsula
Sodian Peninsula	19	虹色オウムガイ	Lens	Aglio e Olio with Rainbow Octopus
		Virgin Olive Oil	Pirate Flag Nagumo Navy	Eleanor in Swimwear
		—	Spine of the Wild Storm Fish	Route to the Quiki Peninsula
Quicky Peninsula	20	Melon	GPS	Fruit-Filled Heaven Parfait
		Chocolate Sauce	Pirate Flag Oceanus Pirate Fleet	Crown
		—	Radiant Drops of the Celestial Fish	—

Treasure Name	Pendant of the Patient
Acquisition Area	Raymond Stormsea
Description	A pendant found at the center of the stormy seas o f Raymonne; occasionally it is said to emit a resona nt sound reminiscent of a beast's roar.

Treasure Name	Twin Children's Clothes
Acquisition Area	Twin Island Diomer
Description	The clothes that were kept in a chest on Diomel Twin Island. It is believed to be the attire worn by the legendary artisan "Narikiri Master."

Treasure Name	Goddess Statue of the World Tree
Acquisition Area	Exfia Sea of Gods
Description	"A beautiful goddess statue recovered from the Exphia Sea of Gods. It is said to harbor mysterio us vitality and to be moving little by little."

Treasure Name	Painting of the Tower of Regeneration and the Sky Castle
Acquisition Area	Demon Sea Asura
Explanation	A painting recovered from a wrecked ship drifting in the Ghost Sea Asra. It seems to express the ancient religiou s idea of "Heaven and Earth Union."

Treasure Name	Three Guardian Saints Stained Glass
Acquisition Area	Kanono Spring-Summer-Autumn Island
Description	Stained glass obtained on Cannon Island in spring, summe r, and autumn. It emits a mysterious light that soothes the viewer's heart.

Treasure Name	Stone Tablet of the Saint
Acquisition Area	Norumin Archipelago Sea
Explanation	Stone tablet excavated from the Normin Island s sea. Five emblems are engraved, presumed t o be part of a former temple.

Treasure Name	Spirune Crystal Stone
Acquisition Area	Sea Volcano Soma
Description	Crystal stone erupted from the underwater volcano So ma. When touched by humans, its color and hardness c hange dramatically.

Treasure Name	Bones Mask
Acquisition Area	Barbatos Islands
Explanation	Mask obtained from the Barbatos Archipelago. There ar e two conflicting theories: "The Proof of the Strongest S wordsman" and "The Restraint Device of the Traitor."

Treasure Name	Old-fashioned Tarot Card
Acquisition Area	Forus Archipelago
Explanation	A special card gifted by a woman from the F ors Islands. For some reason, its fate feels s harpened like a blade.

Treasure Name	Obsidian Ornament
Acquisition Area	Unmultia Subcontinent
Description	A strange stone mined in the Unmaltia Subcontinent. It is said t o be an artificial crystal created by an ancient civilization, but the production method is unknown.

Treasure Name	The three brothers of the Fluffy Tribe
Acquisition Area	Breath Arts Sea Area
Description	Three figures mistakenly found in the Breath Arts Sea region The dolls. Each is said to govern bravery, beauty, and craftsmanship res pectively.

Treasure Name	Crimson Crystal
Acquisition Area	Centurion Riven Island
Description	A mysterious crystal that appeared on the Centurion Ripped Isl and. It is said to hold the power to maintain the balance betwe en the demon world and the mortal world.

Treasure Name	Growth Snow Globe
Acquisition Area	TiPo Island
Description	Snowdo handed by the inhabitants of Tipu Island It blooms the flower inside as its ow ner grows.

Treasure Name	Light Gear
Acquisition Area	Kurushniku Island
Description	A mysterious gear found on Kurusuniku Island. Inte rfering with its operation or destroying it is impossi ble. It seems to be a road sign to a special place, but .....

Treasure Name	Armband of the Wake of War Magical Instrument
Acquisition Area	Great Archipelago Claetia
Description	An armband unearthed on the Great Continent of Criticala. It is a tool that enhances the wearer's abilities, but has the side effect of turning them into a sweet tooth.

Treasure Name	Replica of the Lorelei Key — Chi
Acquisition Area	guru Island
Description	The replica of the mysterious doo 鍵 r on Chiguru Island. It can unlock th e lost 'Seventh Note.'

Treasure Name	Moon and Star Earrings
Acquisition Area	Day-Night Island Nahoturn
Description	Earrings obtained on Ohir Time Day/I ング。If you sleep wearing it, you can see dreams tha t grant your wishes.

Treasure Name	Staff of the Wizard
Acquisition Area	Albein Continent
Description	Staff offered at the shrine on the Aubain Co ntinent, inviting the holder to a journey bey ond time and space.

Treasure Name	Ornament of the Eyes of God
Starting Area:	Sodyan Peninsula
Description	Sodian Peninsula-installed equipment o belisk. It is said that a similar one was u sed to power the aerial city.

Treasure Name	Model of Kremlinkeis
Acquisition Area	Quicky Peninsula
Description	A mysterious model crafted on the Quicky Peninsula. It has the ability to combine two different powers.

Battle Knowledge

From here, we will explain the basics of the combat system. In particular,...

We would like to confirm details that directly affect outcomes, such as the differences between UI and SG, and the characteristics of each character's Break Soul, among other related elements.

Character Abilities

When you select a character from the menu screen, you can check parameters such as attack power and other statistics. Note that the numbers displayed here include the effects of equipment and skills. By winning battles and gaining experience, characters level up and their abilities increase. In addition, at certain levels, new techniques are learned. Understand the character traits and choose gear and skills that enhance their strengths to make them more effective in battle.

BG and SG are not affected by level-ups, and their limits rise only when certain techniques are learned or when skill effects are triggered.

Status Details

Item	Details
Name	Character Name
Lv.	Character Level. Defeating enemies grants a certain amount of experience, causing the character to level up. The maximum level is 200
HP	Represents the current HP value and the maximum HP value. It mainly decreases when receiving damage from enemies and can be recovered by using recovery items, healing techniques, staying at inns, or cooking in a kitchen. When this value reaches 0, the character becomes incapacitated and cannot take any actions during combat. The maximum is 9999.
BG	Represents the current value/max value of the Blast Gauge. The initial maximum is 3, and it can increase up to 9 through mastering secret techniques and skill effects.
SG	The Soul Gauge's initial value at the start of combat is shown in blue, and the maximum value is shown in gray. One soul corresponds to 30 SG (skill points) consumed by techniques (see page 28). The initial value and maximum can be raised by skill effects. The maximum is 8.
EXP	The experience required for the next level-up is shown as a number and a gauge. As the level increases, the required experience also increases.
TOTAL EXP	The total amount of experience gained so far.
NEXT ARTS	つぎの Techniques that can be learned at the next level-up
Attack power	The stat that affects the power of special techniques and ultimate moves; the higher it is, the more damage is dealt to enemies. The character's unique maximum value is 999; including increases from skills and equipment, the overall maximum is 1998.
Spell attack	The stat that affects the power of ultimate moves and holy servitude magic; the higher it is, the more damage is dealt to enemies. It also affects the HP recovery amount when using healing magic. The character's unique maximum value is 999; including increases from skills and equipment, the overall maximum is 1998.
Defense	The stat that affects the damage of techniques and ultimate moves received from enemies; the higher it is, the less damage you take. It also affects the HP recovery amount of skills with healing effects. The character's unique maximum value is 999; including increases from skills and equipment, the overall maximum is 1998.
Spell defense	The stat that affects the damage of ultimate moves and holy servitude magic received from enemies; the higher it is, the less damage you take. It also affects the HP recovery amount when receiving healing magic. The character's unique maximum value is 999; including increases from skills and equipment, the overall maximum is 1998.
Concentration	The stat that influences SG recovery speed and the likelihood of triggering probability effects; the higher it is, the faster SG recovers and the more likely probability effects are to occur. The character's unique maximum value is 999; including increases from skills and equipment, the overall maximum is 1998.

Titles and Level-Up Bonuses

Titles are acquired by meeting specific conditions and function like character-specific equipment that can be freely swapped in the equipment screen. Titles have ranks, and with each rank up, the number of active skills increases up to four. Additionally, when playing in a loop, purchasing "Level-Up Bonus" in the Grade Shop (→P36) will apply a bonus to the stat increases at level up.

Changes in abilities when leveling up due to titles

Arrow Indication	Stat Increase Adjustments by Title Rank		
	Rank 1	Rank 2	Rank 3
Food Table	+2.4	+2.7	+3
Meeting	+1.6	+1.8	+2
Food	+0.8	+0.9	+1
↓	−0.8	−0.9	−1

Flow of Combat

When you come into contact with an enemy symbol o n the map or trigger a specific event, you will enter com bat. Once combat begins, a circular area centered on th at location becomes the battle arena. The terrain on the map affects the ease of battle, so guiding enemies into open spaces is also important. Basically, defeating all en emies' HP to 0 results in victory, but some event battles end after a certain amount of time or other conditions.

Avoid combat as much as possible.
In places with steps or narrow passages

Main Flow of Combat

Encounter or Event Battle Begin

Flee (Event battles cannot be fled from)

All enemies must be defeated to win. Receive rewards

Allies are defeated when all units are incapacitated

Encounter Types

Encountering an enemy symbol and starting comb at is called an encounter. The situation during an enc ounter affects the battle start as follows: If you collid e with the enemy head-on, there is no particular effe ct, but what you should especially be careful about is a Dangerous Encounter, where the level and abilities of appearing enemies increase, and reinforcements j oin the battle. Furthermore, if the conditions for both Dangerous Encounter and a Risky or Advantage Enc ounter are met simultaneously, both effects occur.

When multiple enemy symbols approach, a black shadow appears under the en emies. Contact with enemies in this state results in a Dangerous Encounter.

Characteristics of each encounter

Risky Encounter

[Trigger conditions: Contact from behind with the enemy

- BG recovery at the start of battle does not occur
- At the start of the battle, allied Soul count decreases by 1, enemy Soul count increases by 1
- At the start of the battle, allied SG becomes 0
- Enemies start acting earlier than during normal encounters

Advantage Encounter

[Trigger conditions: When you touch an enemy that you have n ot detected, the encounter triggers. At the start of battle, th e amount of BG recovered is twice that of a normal encounte r.

- At the start of the battle, ally Soul count increases by 1
- All enemies' HP decreases by 10%.
- Enemies start acting later than in a normal encounter.

Dangerous Encounter

[Trigger conditions: When multiple enemy symbols are approaching and you come into contact with th em, it triggers.

- If the enemy's level is less than or equal to the average ally level, the en emy level changes to average ally level + A×2
- If the enemy's level is greater than or equal to the average ally level, the ene my level changes to enemy level + A×2
- Add (changed level − previous level) × 10 to the enemy's Attack, Magic At tack, Defense, Magic Defense, and Concentration values
- Reinforcements will appear
- The amount of healing from healing magic becomes one fourth for both enemies and allies
- The probability effect activates at twice the rate for both enemies and allies.
- The enemy's post-attack wait time becomes half of that in a normal encounter.
- The number of souls pooled at the start of battle becomes 1+(5-A).

Substitute the following values for A according to the combat r ank: Simple=0, Normal=1, Second=2, Hard=3, Evil=4, Chaos=5.

Effect of Battle Rank

There are 6 stages of combat rank: Simple, Normal, Second, Hard, Evil, and Chaos. The higher the rank, the more enemy abilities increase and acquired experience decreases, making battles significantly more difficult. On the other hand, acquired Gald increases, so raising the combat rank temporarily is an option when you want to earn Gald in battle. Combat rank can be changed anytime in the system's config. Also, selecting "Evil" requires "Evil's Demonic Wind Crystal", and selecting "Chaos" requires "Chaos's Demonic Wind Crystal".

First, get used to battles with “Normal,” and if you feel it’s not enough, gradually challenge higher ranks.

Changes by Battle Rank

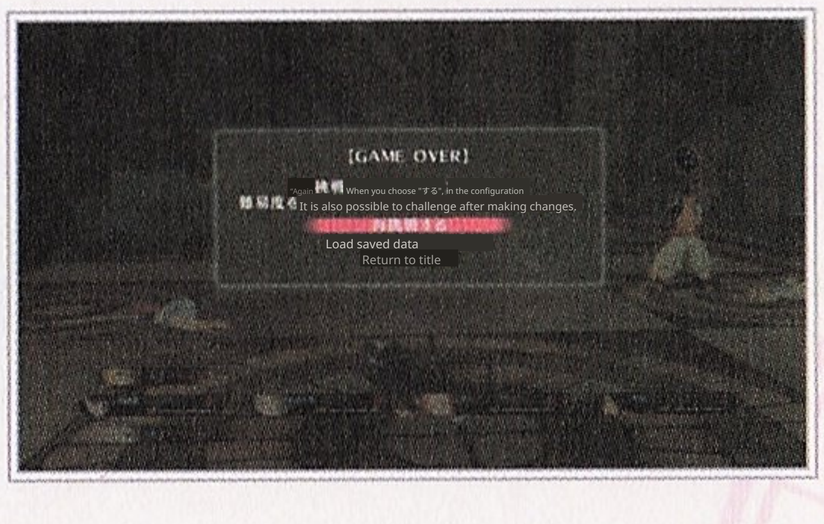
Item	Battle Rank					
	Simple	Normal	Second	Hard	Evil	Chaos
Enemy level	0.8x	1x	1.1x	1.2x	1.3x	1.5x
Enemy attack power	20.5x	1 times	1.2x	1.4x	1.6x	2x
Enemy attack	0.5x	1x	1.2x	1.3x	1.5x	1.8x
Enemy defense	0.9x	1x	1x	1.2x	1.3x	1.5x
Enemy magic defense	0.9x	1x	1x	1.2x	1.3x	1.5x
Enemy Focus	0.5x	1 times	1.25x	1.5x	1.75x	2x
Enemy HP	1x	1x	1.2x	1.4x	1.6x	2x
Enemy Casting Speed	1.5x	1x	20.9x	0.8x	20.7x	20.5x
Enemy Attack Recovery Time	2x	1x	0.9x	0.8x	0.7x	0.5x
Experience Gained	1.2x	1x	0.95x	0.8x	20.7x	0.6x
Gain Gardo	0.8x	1x	1.1x	1.2x	1.3x	1.4x
Damage modifier when attacking with an attribute that enemies resist	0.8x	20.5x	0.4x	20.3x	0.2x	20.1x
HP restoration amount of ally healing spell	1.5x	1x	0.9x	0.6x	0.4x	0.2x
Delay after enemy attack due to incapacitation count (note 1)	0.167 seconds	0.083 seconds	0.033 seconds	0.017 seconds	0 seconds	0 seconds
Delay after enemy attack due to retry count (※2)	0.167 seconds	0.1 seconds	0.033 seconds	0 seconds	0 seconds	0 seconds
Item cooldown time	2 seconds	4 seconds	5 seconds	8 seconds	10 seconds	16 seconds
Experience Point Hit Bonus Adjustment	0x1	1x	1.2x	1.5x	2x	4 times
BG Amount Adjustment When Incapacitated	1 times	0.5x	20.3x	0.2x	0.1x	0x1

※1 Each time any ally becomes incapacitated during a single battle, the count increases up to a maximum of 4 times.

※2 After GAME OVER, when you retry, the count can increase by up to 2 times depending on the number of times (you experienced).

Retry After Total Party Defeat

If you are defeated in battle, you will be prompted to either "Load saved data" or "Return to title." However, if you are defeated in battles that occur during flows other than normal encounters, such as boss battles, you can also choose "Retry." If you select this, the menu screen will open, allowing you to use items and foods, change equipment, etc. Prepare yourself and try again.

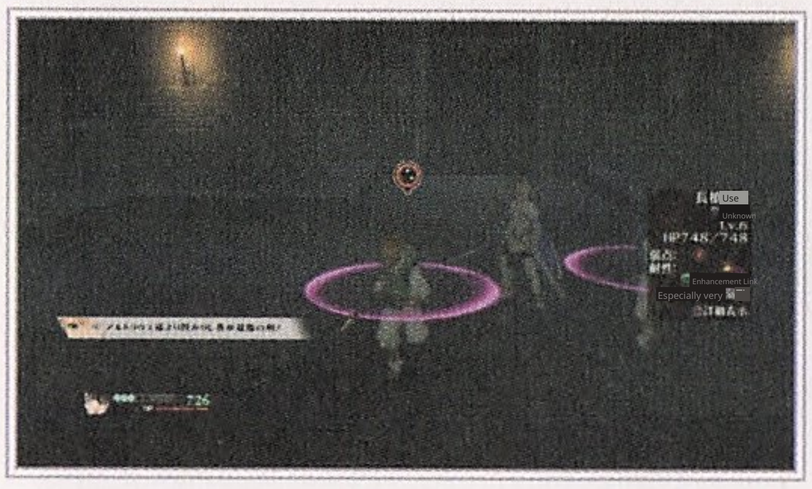


There is no guaranteed safety, so challenge with peace of mind. Penalty from retrying

Enhancement Link

Enhancement link is an effect that occurs when enemies appe ar in a specific combination, and the enhancement link is active

Enemies with a red ring displayed around them indica te this state. In this state, attack power, magical attack , defense, resilience, and concentration increase by a f ixed ratio, and the probability of triggering effects on t he target is halved. Defeat the source enemy to remov e the effect, so prioritize defeating the target enemy.



The status of the enhancement link is, R1 butto n long press can also be confirmed.

Wandering Enemy

If you repeatedly engage in battles after meeting the co nditions below, powerful enemies may appear immediatel y after defeating all spawned enemies. These are called W andering Enemies, and defeating them yields a large amo unt of Gald and GRADE, in addition to specific Magic Cryst als. All Wandering Enemies are significantly stronger than the enemies that appear in that area, and carelessness ca n lead to a total party wipe. When the target's HP is 75% or higher, the escape time is halved, so it's important to esca pe without pushing your luck depending on the situation.

Enemies that appear simultaneously are also troublesome because they become invincible until the Wa ndering Enemy is defeated. Make sure to strengthen your allies before challenging them.

Wandering Enemy Spawn Conditions

- It is a normal encounter, and the enemy symbol species do not include Hum an or Unknown
- Battle rank possessed
  - From Normal or higher, obtain "Demon Wind Crystal of Dangerous Encounters"
- The past 5 battles occurred in the same area, and in those 5 battl es, you did not escape

The higher the battle rank, the greater the average GRADE obtained in the past 5 battles, an d the more battles there are in the same area, the higher the appearance probability becom es. Note that the maximum appearance probability is 30%.

Spawn Probability at Average Obtained GRADE of 5

Battle Rank	Spawn Probability per Battle					
	5	6	7	8	9	10
Simple	0%	0%	0%	0%	0%	0%
Normal	1%	1%	1%	1%	1%	2%
Second	2%	3%	3%	4%	5%	5%
Hard	5%	6%	7%	8%	9%	10%
Evil	8%	9%	11%	12%	14%	16%
Chaos	11%	13%	15%	17%	20%	22%

Class A Warning Demon

In various locales, special demon beings with a dark mist a re sometimes wandering in fields and dungeons. These are c alled Class A警戒业魔 (First-class Vigilant Demons). In the min i-map, they are shown as a red circle with an X. Although def eating Class A Vigilant Demons does not grant experience po ints or Geld upon defeat, you can obtain certain demonic水晶 (Dark Water Crystals), and you can also receive reward Geld by reporting the defeat to the Class A hunting NPC in town. T hey will not disappear from the map until defeated, so if you’ re not ready, proceed with the main quest and retry later.

Talking to the Blood-winged Butterfly information broker allows you to confirm the Type A vig ilant demon. It’s okay if you defeat them before they appear on this list.

Battle Menu

During combat, press the touchpad (START button on PS3) to open the battle menu, where you can choose techniques, equipment, items, or operations. If you want AI-controlled characters to use specific techniques or to heal allies with items, do it here. Note that after using an item, it cannot be reused for a certain period depending on the battle rank. In addition, you can change control mode and the controlling character. If you set the control mode to MANUAL, you can adjust the distance to enemies and execute techniques.

The camera tilt and the distance from the camera to the controllable character can also be adjusted. Setting it to a position that makes it easier to grasp the battle situation is recommended.

Operations and Commands

Characters with AUTO operation mode will act according to the tactics set on the operation screen. Although there are tactics already configured to suit each character's characteristics without any changes, you can customize them according to the situation—for example, target enemies that use many magic techniques, or prioritize defeating enemies with low remaining HP. In addition, during battles you can issue a full-attack command by pressing the R3 button and the L1 button, or an all-defense command by pressing the R3 button and the L2 button. When you issue commands, they will take priority over the pre-set strategies.

Orders can be canceled by pressing the R3 button again. If you want to issue detailed instructions, use a plan; if you need to respond quickly, use orders.

Escape from Battle

If you keep moving your controllable character toward the blue line around the outer edge of the battle area, a retreat gauge will appear in the upper-left of the screen, and you can retreat once this gauge is full. The time required to retreat depends on the level difference between allies and enemies; the higher the enemy level above your allies, the longer it takes. Also, if the controllable character is incapacitated, moving the left stick in any direction will increase the retreat gauge. In boss battles and other situations where the outer edge of the battle area is red, retreat is not possible.

When fighting against formidable foes such as Elite Guard Devils or Wandering Enemies, if you are at risk of annihilation, retreat without hesitation to regain your footing.

Calculation formula for retreat time

Retreat time (seconds) = (240 - (A - B) × 12) ÷ 60

A = The average level of allied characters participating in the battle
B = The highest level among the enemy group at the start of the battle

Retreat time becomes half in battles with Wandering Enemies, double if the controllable character is incapacitated, and quadruple during Dangerous Encounters (Rank battle: Normal or higher). The minimum retreat time is 2 seconds, and the maximum is 20 seconds.

Soul and SG

When a technique is activated, a certain amount of SG is consumed. SG is stored in a container called Soul, and during combat it is displayed to the right of the character icon at the bottom of the screen. The Soul's maximum

The number of consecutive techniques that can be activated is equal to the same number as the large number, and this number is called the "Linkage Count." Note that you can perform techniques consecutively without waiting for SG to recover, but when SG is at 0, you will have drawbacks such as being more easily blocked by enemy attacks. Except when the enemy is stunned, the basic strategy is to recover SG to some extent while launching attacks.

You can steal souls by stunning enemies. The more souls you have, the easier it is to link them, but there are also effects such as taking more damage.

Characteristics of Souls

- Souls travel back and forth between allies and enemies, and the total number on the battlefield is fixed. Also, if additional enemies appear, the maximum number of souls increases.
- The number of souls never drops below 1 and cannot exceed the maximum. When you steal souls while at the maximum, those souls are stored (pooled) in the field.
- Pooled souls can appear on the battlefield as Soul Objects, up to two, when an ally becomes incapacitated. Each character's soul count becomes the current maximum linkage number. However, if you steal an enemy's soul with a linked attack, the maximum linkage number increases at that moment.
- The more souls there are, the more likely you are to be targeted by enemies. When comparing souls of 1 and 5, the chance of being targeted is roughly three times higher.

Disadvantages that occur when the soul is at 0

- The probability of being blocked by an enemy's attack increases, and when blocked, the attack is deflected
- After spell activation, the stun time is longer than normal, making it harder to chain combos
- The probability effect that is not 100% will not occur
- Casting time for Holy Subjugation Magic and Healing Magic is extended by 1 second compared to normal, and effects that reduce casting time from skills become invalid
- The amount of healing from Healing Magic is reduced to one third of the normal amount. However, if SG is full when Healing Magic is used and SG drops to 0, the healing amount becomes two-thirds

State differences by SG color

Color	Details
◆	The Soul's SG is full. The SG of a single soul is 30. It decreases due to using spell techniques, turning red. The SG of t
◆	he soul is 0. Effects such as waiting, moving, and Soul Charge recover it, gradually returning to blue
◆	The maximum value of each character's soul. When you obtain souls, they light up blue; when you lose them, they return to black

An example of changes in the number of souls and SG during combat

State of SG at the start of battle

↓

Use a technique costing 30 SG

↓

Defeat the enemy and seize their soul

↓

SG recovers during waiting or movement

Conditions for soul count fluctuation

Conditions	Attacker	Defender
Stun the opponent or inflict an abnormal status	+1	−1
Defeat the opponent	+1	−1
Use Break Soul	−1	+1
Use Switch Blast	+1	±0
An ally uses a hidden technique	+1～3	±0
Use Soul Burst	+1	±0

Items affected by Soul count

Variable items	Change values according to Soul count							
Soul count	1	2	3	4	5	6	7	8
Damage received	0.8x	0.9x	1x	1.1x	1.2x	1.3x	1.4x	1.5x
Probability modifiers for probabilistic effects	2x	1.33x	1x	0.8x	0.66x	0.57x	0.5x	0.44x
Probability of receiving effect correction	0.2x	0.6x	1x	1.4x	1.8x	2.2x	2.6x	3x
HP recovery effect	1.24x	1.12x	1x	0.88x	0.76x	0.64x	0.52x	0.5x
Knockback duration on take damage	+0 seconds	+0.03 seconds	+0.06 seconds	+0.1 seconds	+0.13 seconds	+0.16 seconds	+0.2s	+0.23 seconds

BG

When you progress up to Main 17, Secret Arts (→P31) are unlocked, and at the same time each character's BG will be displayed on the right side of HP. BG is consumed not only by Secret Arts but also when Switch Blast (→P32) is activated. At the start of battle, BG is in the status of Skill/Technique Count (→P33).

In addition to recovering a certain amount according to the situation, recovery during combat occurs only when the Break Soul (→P30) is activated. When an Advantage Encounter occurs, BG can be recovered to twice the normal amount, so when facing strong enemies, you would want to fully restore BG before the fight.

Characteristics of BG

- BG's initial maximum value is 3. It can be increased up to 9 through secret arts mastery and skill effects.
- BG is displayed with a gauge, and at the start of combat, the amount recovered depends on the total number of ★ in the technique count. For each star, 1% is recovered, and when it reaches 100%, the value increases by 1.
- During battle, in addition to gauge recovery when Break Soul is activated, 1 is consumed for Switch Blast activation and 3 to 5 for Secret Mystic Activation.

Defense and Guard Charge

If you press the L1 button during combat, the controlled character will face the direction of the enemy being targeted and assume a guarding stance, thereby reducing damage from attacks received in that state. There are times when an enemy guards against your attack, and attacking a guarding enemy will cause SG to decrease more than usual.

Note that if you possess a certain Magical Crystal and maintain the guard state for a certain period, blue, green, and red effects will appear around the character, and the corresponding Guard Charge effect will be activated. When SG decreases, use Guard Charge to look for a counterattack opportunity.

Guard Charge Effect

Type	Required Magical Crystals	Guard time until activation	Effect
Snipe Charge	Precision-aim Crystal	1 second	The activation immediately after increases the probability of the next attack's effect by 2x
Soul Charge	Guard Crystal	1.5 seconds	Restore SG by 30
Break Charge	Defensive Break Crystal	2 seconds	The attack's stun rate increases immediately after activation, and it nullifies the enemy's defense

Around Step

When guarding, tilt the left stick in one of the directions, or quickly flick the left stick, to perform an Around Step in the input direction. When activated, you will move at high speed, and a step-dodge occurs that reduces the damage received immediately after activation to 1. Activating consumes 5 SG, but you recover 30 SG after activation, so if you weave it into combos and respond to enemy attacks quickly, you can continue fighting while recovering SG.

Greatly reduces damage. The timing is somewhat strict, but

Characteristics of the Around Step

- In the 0.133 seconds from activation, any damage received becomes 1, and SG recovers by 30
- When a Soul is pooled and you succeed in a dodge, one Soul Object appears

Skills, Secrets, and Holy Servitude

In combat, mainly use one of the techniques, ultimate skills, or Holy Subjugation to deal damage to enemies or to heal allies

Umm. Special techniques (shikyū) are techniques that activate quickly with little downtime, making them easy to incorporate into the early phase of combos. Ultimate arts (奥義) tend to have a wider attack range and higher power compared to special techniques, but they also consume more SG. Holy subtechniques (聖隷術) require a fixed casting time to activate, and by holding down the technique activation button, they can be released at any chosen moment. Each character learns two out of the three types above.

The parameters that influence the power vary depending on the type of technique. You want to enhance the abilities related to the main combat techniques through equipment or skills.

Formula for damage dealt by allies

Damage dealt = ((Attacker's level + 10) × A × 1.5 ÷ B) × 2

Parameters to substitute for each method of attack

Attack Methods	A	B
Special Skill: Switch Blast	Attacker's Attack Power	Enemy Defense
Spiritual Mastery	The lower of the Attacker's Physical Attack and Magical Attack	The enemy's lower defense: physical defense an
圣隷术・秘術	Attacker's Magical Attack	d magical defense
Break Soul Secret Technique	the higher of attacker's physical attack and magical attack	The one with lower enemy defense and magical defense

※ Actual damage dealt is affected by enemy weaknesses and resistances, soul count, skills, and other modifiers

Break Soul

When the character has 3 or more souls, if you meet the per-character conditions and hold down the R2 button, Break Soul will be activated. Upon activation, you lose one soul, but you can restore a certain amount of HP and BG, and a character-specific special effect will be triggered. Break Souls can be activated without regard to the maximum combo limit, and you can resume the combo immediately after activation, enabling the use of techniques beyond the maximum combo. Be mindful of the character's soul count and use Break Soul effectively.

If you recover souls during the combo by stunning enemies, for example, you can continue the combo endlessly through Break Soul.

Characteristics of Break Soul for each character

Character	Features
Velvet	When you land an attack, you enter a Succubus-Devourer state, and you gain a special ability corresponding to the race of the enemy you attacked. All status effects are removed. While in the Succubus-Devourer state, HP decreases over time and cannot be restored by methods other than an Elixir. Also, you will no longer stagger from enemy attacks, but the damage you take is doubled (Battle Rank "Normal" or higher). If HP drops to 1 or you continue chaining to the maximum number of links and then attack, you activate a secret art that ends the Succubus-Devourer state.
Rokurou	When activated, you counterattack by receiving an enemy's attack.
Rifiset	It generates a special effect across the entire battle field and restores the HP of all allies when the effect ends.
Issen	It only activates when the enemy is in a stun or down state, and delivers a powerful follow-up.
Magilou	At the moment of activation, it interrupts the enemy's chant, making subsequent combos unblockable. Additionally, it absorbs the interrupted spell to accumulate spirit power, and when the spirit gauge displayed on the left side of Magiru's HP is full, the secret art is activated.
Eleanor	You swing the spear upward, lifting the enemy into the air and follow up against airborne foes.

Secret Technique

During Velvet and Magilou's Break Soul, when certain conditions are met, the Secret Art is activated at the end of Break Soul. The secret art deals massive damage to enemies without consuming SG or BG. Velvet

Concerning the user's target, Magilou absorbs the absorbed energy with the "Spell Absorber" via the Attack with the Conjure Claw, and the activated secret art changes according to the amount of spirit power absorbed. Magilou generally activates secret arts following the rank order below.

State of being Feasted by enemy races

Enemy race: B	[Special Effect	Activated secret technique
east	25% of the target's attack power is added to Velvet's attack power and magical attack power; proba	Scarlet Edge
Shell	bility of defense is reduced to one quarter	Rush•Streak
Amorphous	The target's spell defense is reduced by 25%, which is added to Velvet's attack power and spell attack power. Th	Thunder Blitz
2 Legless	e SG consumption of the skill is reduced by 30%.	Break•Boost
With wings	25% of the target's concentration is added to Velvet's attack power and magical attack power	Rafath Ravin
Ono Beastman	Movement speed increases by 50%, and the SG recovery speed while moving doubles	Inferno Blue
Armor	25% of the target's defense is added to Velvet's attack power and magical attack power	Zero Impact
The Undead	Probability of inflicting status abnormalities increases by 5%	Surface Moon
Demon	25% of the target's magical attack is added to Velvet's attack power and magical attack power	Jet Blizzard
Child	Each time you deal damage, the target's attack frequency decreases by 10%	Phalanx Raid
Person	HP drain rate while in Devourer form becomes three-quarters of normal	Unvierts
Unknown	Damage received is halved	One of them is activated randomly

Magilu's secret technique rank and total gauge

Rank	<original>秘術名</original>Arcane Name	<original>ゲージ総量と消費霊力</original>Total Gauge and Spirit Power Consumption
1	<original>ヴァイオレットハイ</original>Violet High	6
2	<original>カラミティフレア</original>Calamity Flare	8
3	<original>ハイドロシュトローム</original>Hydro Strome	6
4	Tornado Fire	4
5	Gravitie Gale	10
6	Lightning Blaster	8
7	フォースデトネイター	12

<original>スペルアブソーバーによる霊力の吸収量</original>Spell Absorber Spiritual Power Absorption Amount

	<original>吸収量</original>Absorption Amount	<original>術名</original>Spell Name
3	<original>アクアスプリット、 ウィンドランス、グレイブ、シェイドブライト、ジル クラッカー ストーンエッジ、ヒートレッド、フォトンブレイズ、ブラッド ムーン、ルミナスゲイン</original>Aqua Split, Wind Lance, Grave, Shade Bright,ジル Cracker Stone Edge, Heat Red, Photon Blaze, Blood Moon, Luminous Gain	
4	<original>上記、下記に該当しないすべての術</original>All techniques not listed above or below	
5	Insubstantial, embrace end, explode, grand quake, Shadow Servant, Divine Savor, Visiongate	
6	Senior Soul, Meteor Swarm	

Secret Techniques

While chaining, if certain conditions are met and you hold down the L2 button, a secret技 (secret technique) is activated by spending a certain amount of BG. During the activation of the secret技, along with the activation character's cut-in, all movements of ehemies and allies stop, targeting a single opponent.

Each character can attack from the front. Through event progression and level ups, each character learns three kinds of secret techniques, and at the same time their maximum BG increases by one each. In addition, after clearing the game, cooperative secret techniques (→P86) can also be learned.

Type of Secret Techniques

Type	Necessary BG	increases soul	How to Use	Acquisition条件またはタイミング
First Secret Technique	3	1	Hold L2 when an attack hits	After defeating Guardian in Main 17. Only when Eleanor joins in Main 26 for Lifiset
Second Secret Technique	4	2	Hold L2 when 8 or more combos land	Have learned the First Secret Technique and raise the character's level to a certain point
Third Secret Technique	5	3	When a hit occurs with a specific Break Soul attack, hold L2 during the Main 65 Yakatsuryu Kanonushi to defeat a specific boss, and continue to h	old until the character reaches a certain level
Cooperation Secret Techniques	5 (Both)	3 (both)	When an attack hits, hold the L2 button, then after clearing the main episode with your partner, ascend to the Heaven's Staircase in the EX Dungeon; switch via Ich Blast to d	efeat a specific boss.

Switch Blast

When there are sub-members not participating in combat, pressing the up or down directional key consumes 1 BG to swi tch with a sub-member during combat. This is called Switch B last, and the character who enters the battlefield u pon activation unleashes a unique attack. At the sa me time, status ailments are removed, and 1 Soul i s increased. Use this when allies are in danger or when you are short on Soul.

Sub-member characters, when over time, gradually recover HP.

Features of Switch Blast

- When your party has 5 or more members, pressing the up or down directional button consumes 1 BG to switch with the corresponding character.
- When Switch Blast is activated, status ailments of allies who have left combat are removed, the Soul of the ally entering combat increases by 1, and they unleash a unique attack.
- The active character can trigger it even if they are incapacitated, as long as there is at least 1 Battle Gauge (BG). However, teammates that participate in the battle must remain alive.
- When the ally's soul in battle is 3 or more, wit R2 When activated while holding (the button), Break Soul can be activated and a substitution can occur.
- From Switch Blast, only Switch Blast and Secret Techniques can be chained.

Co-op Bonus

When performing different types of techniques during a combo , based on the number of chain steps up to just before, adjustment s are applied to each technique type. For example, if you chain Spe cial Skill → Special Skill → Secret Technique → Break Soul, the Secr et Technique receives an adjustment equivalent to two uses of Spe cial Skill, and Break Soul receives adjustments equivalent to two Sp ecial Skills plus one Secret Technique. However, if the same techni que is used within six steps for each character, the enemy's stagge r time shortens retroactively. Be mindful of the combo adjustment s and try to chain as many different techniques as possible.

Reducing consumed SG makes powerful secret arts easier to use. Break It is more effective when you increase damage by weaving in Soul Break.

Method of generating synergy bonuses for each type of 技 (tech/technique)

Type	Effect
Technical Skill	As you perform techniques in your synergy, the SG consumption when using skills other than 技 decreases according to the number of times you used a skill i
Secret Technique	n your synergy; as you perform synergy with Secret Techniques, the probability effect multiplier when using techniques other than Secret Techniques increases
圣隷术・秘術	As you perform synergy using Holy Slave Techniques and Secret Techniques, the stagger duration when using techniques other than 技 is
Break Soul	added; as you perform synergy with Break Soul, the damage multiplier when using techniques other than Break Soul increases; as your synergy cou
All Techniques	nt increases, the casting time of techniques is shortened

Synergy Bonus Correction Value

Types of Techniques	Effect	Synergy Count and Correction Value							
		1st time	2nd time	3rd time	4th time	5th time	6th time	7th time	8th time and beyond
Technical Skill	SG consumption reduction rate	10%	20%	30%	35%	40%	45%	50%	25%
奥义	Rate of probability effect occurrence increase	20%	40%	60%	70%	80%	90%	100%	50%
圣隷术・秘術	Additional time	0.133 seconds	0.2 seconds	0.267 seconds	0.33 seconds	0.4 seconds	0.467 seconds	0.533 seconds	0.267 seconds
Break Soul	Damage increase rate	20%	40%	60%	80%	90%	95%	100%	50%
All Techniques	Cast time change	100%	80%	60%	50%	45%	40%	35%	50%

術技カウント

Techniques have proficiency levels that increase with usage. Proficiency is represented by the number of stars, and the total number of stars determines, among other things, the amount of BG recovered at the start of combat, as well as skills such as “○○ depends on the stars of the used techniques.” The effect increases. The fewer stars there are, the fewer uses of techniques are required to reach the next proficiency level, so using techniques evenly across all of them efficiently increases stars. Note that in the game, half-star displays are counted as one star.

★

Number of uses required to increase proficiency for each technique

Number of Stars		Types of Techniques				
		Technical Skill	Secret Technique	Sacred Secret Techniques	Break Souls Switch Blast	Secret Techniques
1	☆☆☆☆☆	50	35	25	15	10
2	★☆☆☆☆	150	110	80	50	30
3	★½☆☆☆	300	210	150	90	60
4	★★☆☆☆	600	420	300	180	120
5	★★½☆☆	1000	700	500	300	200
6	★★★☆☆	2000	1400	1000	600	400
7	★★★½☆	4000	2800	2000	1200	800
8	★★★★☆	6000	4200	3000	1800	1200
9	★★★★½	8000	5600	4000	2400	1600
10	★★★★★	9990	7000	5000	3000	2000

Attributes and Race

All techniques must have at least one attribute, and in addition, certain techniques have race-specific traits. Meanwhile, enemies are categorized into at least one race, and some enemies have weaknesses or resistances to certain attributes. The types of attributes and races are listed on the right, and damage dealt is increased or decreased based on the attributes and race traits of the techniques used by allies, as well as the enemies’ race and attribute weaknesses or resistances. Note that allied characters do not possess attributes or races.

List of Attributes and Races

Attributes

Fire Water Wind Earth None

Races

Beast
Armor
Shell
The Undead
Amorphous
妖魔
2 Legless
竜
Winged
Person
Beastkin
Unknown

Weaknesses and Resistances

Attack using techniques that correspond to the enemy's weak attribute or race, which increases the damage dealt. When hitting an attribute weakness, damage is 1.5x, and when hitting a race weakness, damage is 1.25x, so you should actively target weaknesses. On the other hand, attacking with an attribute that has resistance greatly reduces damage and makes you more susceptible to enemy defenses, resulting in penalties. Note that when the combat rank is “Simple,” enemies have no weaknesses or resistances, and all techniques hit at their normal multipliers.

Weakness and Resistance Effects

Type	In Combat Display	Effect
Weakness	WEAK	The damage dealt increases by 1.5x when exploiting elemental weakness and by 1.25x when exploiting race we
Patience	REDUCE	akness. Damage dealt decreases according to a battle rank modifier, and the probability of blocking an attack increases by 4x.
Drop	INVALID	Unless the enemy is in an attacking stance, all attacks are blocked and the damage dealt becomes 1.
Reflection	REFLECT	Cannot deal damage to the enemy, and part of the damage that should have been dealt is reflected

Weakness Chain

When attacks hit consecutively, if you strike all of the enemy's weakness attributes and species, a Weakness Chain occurs. Weakness

During carrying, regardless of the enemy's resistances, all attacks will deal damage to the weak point

The damage multiplier becomes the same as when the weakness was pierced. In addition, if you possess the "Mirror Chain Mystic Wind Crystal," during Weakness Chain, alternating the enemy's weakness attribute and resistance attribute techniques will further increase the damage multiplier.

When a Weakness Combo occurs, it triggers CHAIN
The characters and damage multiplier are displayed.

Weakness Chain Rules

• While attacking an enemy that is flinching, if all attribute weaknesses and race weaknesses are pierced, a Weakness Link is triggered.

• When a character that triggered the Weakness Link finishes the link, the SG consumed in that link is refunded by (the enemy's number of resistances + 1) × 15%.

• During a Weakness Link, excluding enemy reflections, the damage of all attacks is calculated using the multiplier when the weakness is pierced.

■ When you possess the “Reverse Link Spirit Pearl,” during a Weakness Link if you pierce the enemy’s weaknesses and resistances alternately, the damage multiplier increases by 2% each time. • The Weakness Link ends when the enemy’s flinching ends. Note that the maximum damage multiplier for a Weakness Link is 375%.

Probability Effects and Status Ailments

Probabilistic effects are special effects possessed by many arts, activated with a certain probability, among which those that cause negative effects are called status ailments. The activation rate of probabilistic effects can be increased by targeting weaknesses or enemies in a stunned state.

Formula for status ailment level

Status ailment level (maximum 10) = (attacker's level ÷ 12) + 1

Overview of Probability Effects

Type	Effect
Stun	For 3 seconds, you will be stunned, and the damage received and the probability of effects occurring are doubled. Also, if the side that is stunned has 2 or more souls, one soul is stolen by the attacker at the moment the stun occurs
Ability increase / Ability decrease	One of Attack Power, Skill Attack, Defense, Skill Defense, or Concentration will increase or decrease for 30 seconds. While increasing, no decreasing effects apply; if a decrease effect occurs while an increase is active, it will overwrite. Each attribute changes independently, with up to five attribute increases/decreases applied simultaneously
Movement speed increase	Movement speed during combat increases by 20%. Activated by effects such as “Quickness”
Attack Techniques Nullified 効	Nullifies one attack technique against oneself once. Activated by effects such as “Mirror Veil”

Status Ailments Overview

Type	Effect
Stun	While moving, there is a 8 + (status effect level × 2)% chance to stagger every second. If performing an action that consumes SG, there is a 26 + (status effect level × 4)% chance to stagger. When affected by a probability effect that decreases attack power, the probability of being paralyzed becomes four times higher.
Burn	When you are attacked, the stagger duration increases by (6 + (status effect level × 2)) ÷ 60 seconds. Also, the activation rate of probability effects you apply to yourself or your opponent decreases by 64 − (status effect level × 4)%. If affected by a probability effect that decreases magical attack, the probability of being burned becomes four times higher.
Blunt Feet	During combat, movement speed and auto-defense probability are reduced by 64 − (status effect level × 4)%. Also, stepping becomes unusable. If affected by a probability effect that decreases defense, the probability of being slowed becomes four times higher.
Poison	HP decreases by 10 + ((status effect level) squared × 2) every second. Also, the probability that the enemy blocks your attack is reduced to 1.8 + (status effect level × 0.2) times. If poison damage reduces HP to 0 or below, and the original HP is at least 2, HP becomes 1; if HP is 1, you become incapacitated. If affected by a probability effect that decreases magic defense, the probability of being in a poisoned state becomes four times higher.
Fatigue	SG recovery speed and BG increase are reduced by 64 − (status effect level × 4)%. Also, casting time increases by (48 + (status effect level × 3)) ÷ 60 seconds. If affected by a probability effect that reduces concentration, the probability of becoming fatigued becomes four times higher.
Petrification	For 10 seconds, you become unable to act. If you take damage while petrified, there is a 75% chance to suffer damage equal to 20% of your maximum HP. 25% chance to take damage while also解除 petrification

GRADE

Upon victory in battle, for each defeated enemy you will gain experience, guard, and the item dropped, as well as a Grade (GRADE) according to actions taken during the battle. The acquired GRADE affects mastery skill learning and can also be used in the Grade Shop during New Game Plus (→P 36). GRADE is calculated based on the combat elements listed below and the continuous battle bonus that occurs when you possess the “Spirit Crystal of Combat Refinement.” In particular, continuous battle bonuses have a large effect, so when earning GRADE you should repeat battles in a short period. Note that the continuous battle bonus resets if you flee from battle or if someone becomes incapacitated.

Continuous Battle Bonus

戦國回数	GRADE倍率	制限時間
[illegible]	×1.1	30秒
2戦後	×1.2	30秒
3 Postwar	×1.3	30秒
Post 4 battles	×1.4	30秒
Post 5 battles	×1.5	30秒
Post 6 battles	×1.6	27 seconds
Post 7 battles	×1.7	24 seconds
8 battles later	×1.8	21 seconds
9 battles later	×1.9	18 seconds
From 10 battles onward	×2.0	15 seconds

Calculation formula for GRADE acquisition

GRADE earned = (A + B + C) × Battle Streak Bonus GRADE Multiplier + D + E

Actions and formulas related to GRADE earned

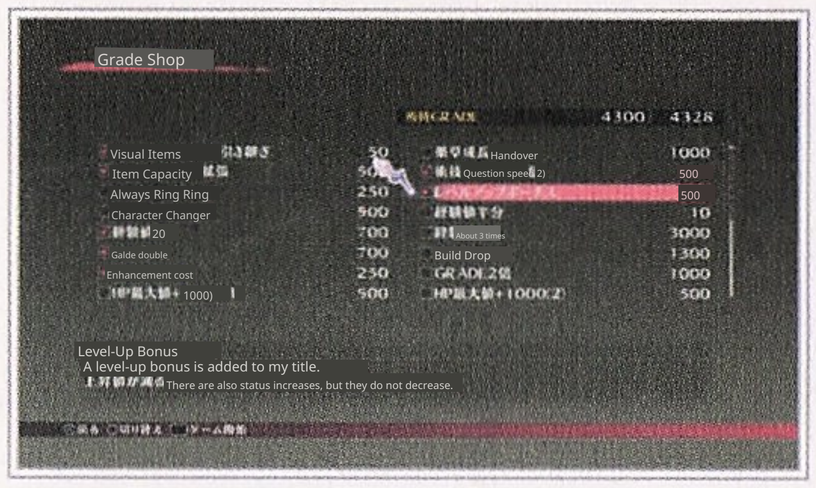
Type	Conditions to earn	Acquired GRADE
	Win without causing a knockout of allies; victory achieved without any ally being KO'd	0.25
	Win within ○ seconds	Win within the designated seconds ● If the average ally level is higher than the enemy's maximum level, the designated seconds are 30 (((average ally level − enemy's maximum level + 1) ÷ 2)) square root ● If the enemy's maximum level is at least equal to the average ally level, the designated seconds are 30 × (1 + (square root of (enemy's maximum level − average ally level)) ÷ 8)	(5 + ((specified seconds - result seconds) square root)) × 0.04
	Break Soul to occur ○ times	Use Break Soul at least once	Square root of Break Soul usage count (max 100) × 0.07
A	A prevented status ailment	Activate a skill that mitigates status ailments and prevent that status ailment	0.15
	Stunned the enemy ○ times	Stun the enemy at least once	Stan Count (up to 100) × Square Root of 0.08
	Inflicted ○ status abnormalities on the enemy	Inflict a status ailment on the enemy at least once	Number of Status Ailments (up to 100) × Square Root ×0.1
	Switch Blast ○ times	Use Switch Blast at least once	Number of uses of Switch Blast (up to 100) × square root × 0.15
	Victory without Damage for Operated Character; the controlled character wins without recoiling		((Enemy's maximum level + 15) square root) − 5 × 0.12
B	Difficulty Bonus	If the calculated result did not become 0 ● Multiplier adjustment when the ally's average level is higher than the enemy's maximum level (15 - (ally average level - enemy max level) × Square Root) ÷ 15 ● Multiplier adjustment when the enemy's maximum level is not less than the ally's average level 1 + ((enemy max level - ally average level) × Square Root ÷ 8) ● Total number of enemies adjustment 1 + 0.1 × ((the number of defeated enemies - 1) then square root) Battle Rank Bonus Simple = 0, Normal = 1, Second = 2, Hard = 3, Evil = 4, Chaos = 5	AX ((Battle Rank bonus + 2) square root) × multiplier adjustment × 0.3 × Enemy total count modifier × (2 if Boss, 1 otherwise) × if Dangerous Encounter then 2, else 1
C	Win without using items	Win without using items in battles other than boss fights	(A + B)×0.15
	Defeat a formidable enemy	Win a battle against a boss using items	(A + B) × ((Enemy's maximum level + 15) square root) × 85
	Win against a strong foe without using items	Win a battle against a boss without using items	(A+B)×((enemy's maximum level+15) square root)×11-5
	Defeated the enemy with a secret technique	Defeat at least one enemy with a secret technique	A + B
	Battle ends with D status ailment	One of the allies wins while in a status ailment	(A + B + C)×(−0.25)
	Battle Unconsciousness count ○	An ally becomes unconscious at least once	(A + B + C + D) × (1 + (incapacitation number of times square root))×(-0.25)

Post-Clear Bonuses

This game features EX dungeons and sub-episodes that are unlocked after cl earing. Additionally, in New Game+, you can carry over some of your progres s from the clear data, so make use of this to enjoy the game even more.

Transfer at Grade Shop

If you save your data after the ending, a star icon will be attached to your save data. If clear data exists , an "Ex New Game" option will be added to the title screen. Selecting this allows you to enjoy New Game + by carrying over certain elements at the Grade Sho p. The points required for carrying over are equivale nt to the cumulative GRADE obtained from the clear data, and the selectable elements are as follows.



Basic attributes should be prioritiz ed. They are essential to the character's growth.

Grade Shop Inheritance Item List

Item	Effect	Required GRADE
Library Inheritance	The library synopsis, Help, Heroic Class Hunts, Enemy Encyclopedia, Equipment Encyclopedia information to be inherited	0
Title Inheritance	Inherited titles and title ranks	50
Shop Rank Inheritance	Inherit Shop Rank. Begin with the shop rank-up rewards items in hand from the start	100
Equipment Proficiency Inheritance	Master Skill Acquisition Status Inheritance	400
術Skill Count Inheritance	|Traditions of techniques usage count carry over	50
Magic Wind Crystal Inheritance	Inherit Magic Crystals named 'Magic Wind Crystal'	100
Magic Ice Crystal Inheritance	Inherit Magic Crystals named 'Magic Ice Crystal'	100
Magic Flame Crystal and Magic Steel Crystal Inheritance	Inherit Magic Crystals named 'Magic Flame Crystal' and 'Magic Steel Crystal'	100
Cooking Inheritance	Inherit cooking recipes and cooking level	50
Otherworld Sea Exploration Inheritance	Inherit the progress of Otherworld Sea Exploration. However, visual items will revert to an unobtained state.	50
Neko Spirit Inheritance	Inherit the number of Neko Spirits held.	50
Tales Coin Inheritance	Inherit the number of TL Coins (Tales Coins) held	50
Consumable Item Inheritance	Carry overConsumables and Materials	600
Special Item Inheritance	Carry over “Denore Bottle ∞” and “Ino Free Bottle ∞.” Available after unlocking the features	50
Visual item carryover	Carry over hairstyles, outfits, attachments, and rare boards. Rare boards become usable after feature unlock	50
Herb growth carryover	Carry over the stat increases gained from herbs	1000
Increase item inventory capacity	Maximum number of consumable items increases to 30	500
術 Double skill learning speed	Skill acquisition levels are halved	500
Always wandering	The chance of encountering wandering enemies doubles	250
Level-up bonus	A level-up bonus is added to each title.	500
Character Changer	When Switch Blast is activated, BG will recover by 50%.	500
EXP halved	EXP gained upon winning a battle is halved. Cannot be used with '2x EXP' or '3x EXP'.	10
2x EXP	EXP gained upon winning a battle is doubled. When used with '3x EXP', the EXP gained becomes 6x.	700
3x EXP	EXP gained upon winning a battle is tripled. When used with '2x EXP', the EXP gained becomes 6x.	3000
2x Gald	Gald gained upon winning a battle is doubled.	700
Build Drop	Equipment dropped by enemies has a certain chance to be enhanced.	1300
Enhancement cost halved	Equipment enhancement costs are halved.	250
GRADE 2x	When you win a battle, the GRADE you obtain is doubled	1000
Max HP +1000 (1)	Increase the maximum HP by 1000 to start the game. The effect also stacks with "Max HP +1000 (2)"	500
Max HP +1000 (2)	Increase the maximum HP by 1000 to start the game. The effect stacks with "Max HP +1000 (1)"	500

Sub-episodes that occur after clearing the game

Loading clear data lets you resume from the Eight-Headed Dragon Kanonushi's save point. New sub-episodes will occur, so start a second play through after clearing them. SUB 12 "Mystery Arena 10" lets you challenge the fourth district's超級種域 where formidable foes appear, and in SUB 34 "The Messenger of the End Appears!" you can fight Jude & Mila from SUB 25 "In Search of the Mysterious Pengyong" at the same time.

Sub-episodes that occur after clearing the game

- SUB 03 "Demon Slayer Arthur IV" (→P158)
- SUB 12 "Mystery Arena 10" (→P166)
- SUB 17 "Bienfu Ride GO! IV" (→P168)
- SUB 34 "The Messenger of the End Appears!" (→P175)
- SUB 35 "Neko-nin, Panics!" (→P175)
- SUB 36 "Stairway to Heaven" (→P175)
- SUB 37 "Healing Moment, Coming?!" (→P175)

In Area 4 Super Domain, thereafter, more powerful enemies appear than in the fourth district. Since there is no unity in race, be careful during collaborations.

Jude and Mira have very high levels, and they strengthen each other through the Enhancement Link. Unless you enter with perfect preparation, victory will be difficult.

EX Dungeon Stairway to Heaven

SUB 35 After completing "Neko-nin, Panic!" you will head toward the Kirarouusu Volcano crater, where the entrance to Stairway to Heaven (→P208) appears. Inside, powerful enemies roam, and traps such as the "Corrupted Fire" block your path. Proceed deeper, defeat the waiting boss to obtain the Demon Water Crystal that relates to the activation condition of the Cooperative Secret Technique (P86), and at the deepest part, you can experience SUB 37 "Moment of Healing, Has It Arrived?," the series' famous hot spring event, so give it a try.

Speaking to the helpful Neko-nin along the way, you can consume a certain amount of Neko Spirit to gain effects such as recovery or creating warp points.

Repeat Run限定の wandering enemies

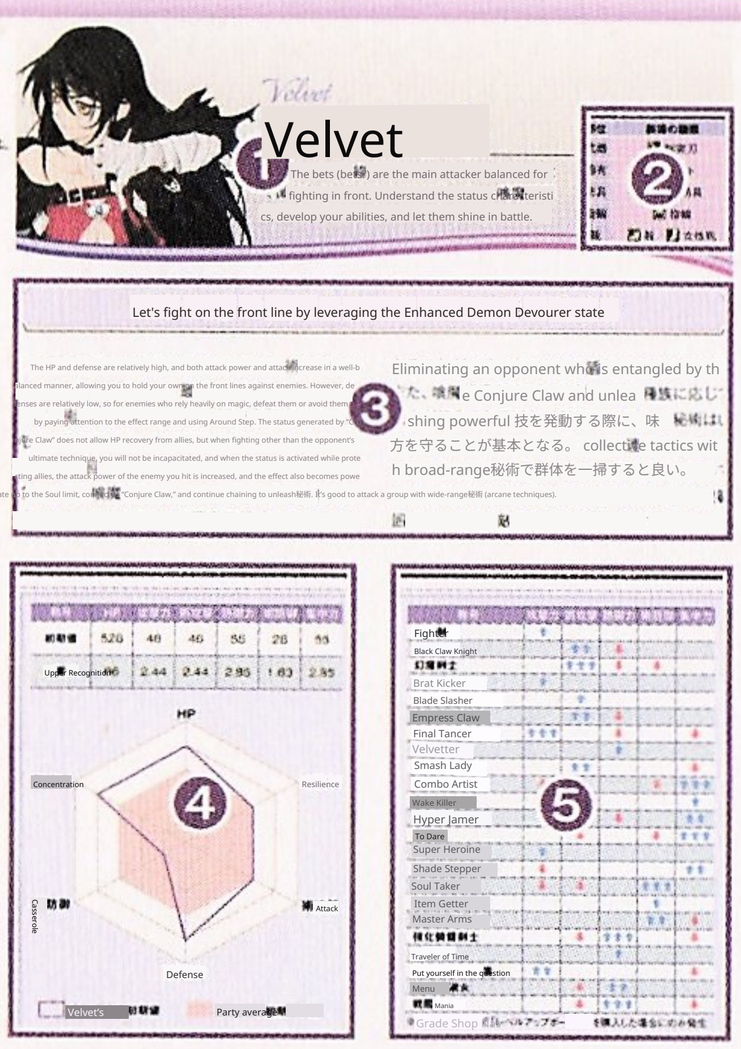
In New Cycle Play, wandering enemies appear only during the main phase 1 to 2. There are four conditions for their appearance: 1) the battle with Uriboar reaches its 10th encounter, 2) victory in every battle with a battle rank of "Chaos", 3) no escapes up to the 10th fight, and 4) possessing a "Danger Encounter Wind Crystal" (危険遭遇の魔風晶). Therefore, at a minimum, selecting "Wind Crystal Inheritance" at the Grade Shop is mandatory. Once these are met, after defeating Uriboar on the 10th battle, Metaboar (→P207) will intrude.

Metaboar refers to Velvet fighting alone, and she will likely have to fight with nearly starting equipment. It is advisable to strengthen as much as possible at the Grade Shop.

Characters & Techniques

The six characters who will be party members, their stats and combat styles are explained. Recommended techniques and combos, as well as details for each technique, are introduced, so try controlling a variety of characters.

How to Read the Character & Techniques Page



1) Character name

Character Name

2) Equipable items

The types of weapons, unique items, armor, rings, and boots that characters can equip

3 Ability Trends and Traits of Techniques

Explanation of character status trends and the特徴 of learned techniques

④ Status Data

The character's initial status and the stat increase values upon leveling up. The balance of initial stats is also shown on a radar chart

⑤ Title Level-Up Bonus

When replaying, the increase in Level-Up Bonus and its decrease value that occur when "Level-Up Bonus" is carried over from the Grade Shop (→P23)

⑥ Recommended Techniques and Combos

Among the character's techniques, the ones that are easy to use and the combinations of techniques that facilitate chaining

77 Titles

The titles a character can learn, the conditions for rank-ups of each title, and the effects that occur at each rank

(8) Righteousness

⑨ Parry (むりつはいはん)

Acquisition Conditions 12 Lv.60

Derived Techniques 13 Bundle

SG cost (14 52

Casting time 15 —

Hit count 16 8

Power 17 600

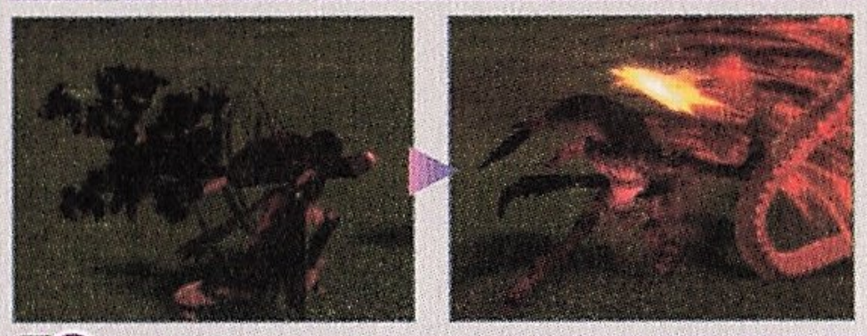
Probabilistic Effects 18 Paralysis (9%)

Approaches the enemy rapidly, kicks up, and after performing a sequence of 19 consecutive kicks in the air, thrusts downward with a piercing blade. Since it has a chance to knock the opponent down, I want to follow up with techniques that can be chained from the knockdown.

20 Unrefined Parry!

8 Ik

⑨ジュームクロウ



Acquisition conditions: Level 12, 5 via main 10 after the Dragon Puppy battle

Activation condition: Soul 3 or higher, hold R2 button

Hits: 162 Power: 17,200

Probability effect: 1820% recovery (100%), BG recovery (100%)

Unleash the Demon Hand and sweep forward,from left to right with a 19-swing arc. When the attack hits, simultaneously

19

At times, enters Devourer State, and abilities are enhanced according to the enemy race.

Devour to the fullest!!

8 Types of Techniques

Each technique is categorized as one of: Special Skill, Ougi (Secret Move), Sacred Slavery Art, Healing Art, Break Soul (Break), Secret Art, Secret Ougi, Switch Blast (Substitution)

9 Name of Technique

Name of Technique

10 Attributes

Weaknesses of attributes that can be pierced by each technique

11 Races

Weaknesses of races that can be pierced by each technique

12 Learning Conditions

Learning conditions for technique skills. Basically, as the character's level increases, new技 (techniques) are learned, but some techniques require additional conditions, such as advancing the main storyline to a certain point.

13 Derivative Techniques

"Derived Techniques of the Demon Wind Crystal" can be used. When you hold the activation button for the technique, it will trigger consecutively as derivative techniques. For techniques whose derivative changes depending on the set position, the corresponding button is noted in parentheses.

14 SG Consumption

SG consumed when activating a technique.

15 Casting Time

Time required to activate Holy Slavery technique and healing technique

⑩16 Hit Count

Hit count of the technique. The count may increase or decrease depending on the size of the enemy

17 Power

Power when the technique hits as many times as its hit count. The higher the value, the greater the damage dealt

18 Probabilistic Effect

When a skill hits, a probabilistic effect may occur. The basic probability of occurrence is listed in parentheses, and in the case of stun, the accumulated stun value is indicated. The probability of occurrence increases or decreases depending on skill effects, etc.

19 Technique Descriptions

Explanations of the characteristics and main usages of techniques.

20 Dialogue

Lines spoken by the character when a technique is activated.

21 Activation Conditions

Conditions required to activate techniques, specific operations or conditions

Velvet

Velvet is the party's main attacker, equipped with balanced abilities for frontline combat. Understand the Felh状态 of th e demon-eater and enhance abilities to make them shine.

Equipable Items

Body Part	Types of Equipment
Weapons	Puncture 刃
Unique	Belt
Armor	Female Armor
Rings	Rings
Boots	Combat Boots Women's Boots

Let's fight on the front line by leveraging the Enhanced Demon Devourer state

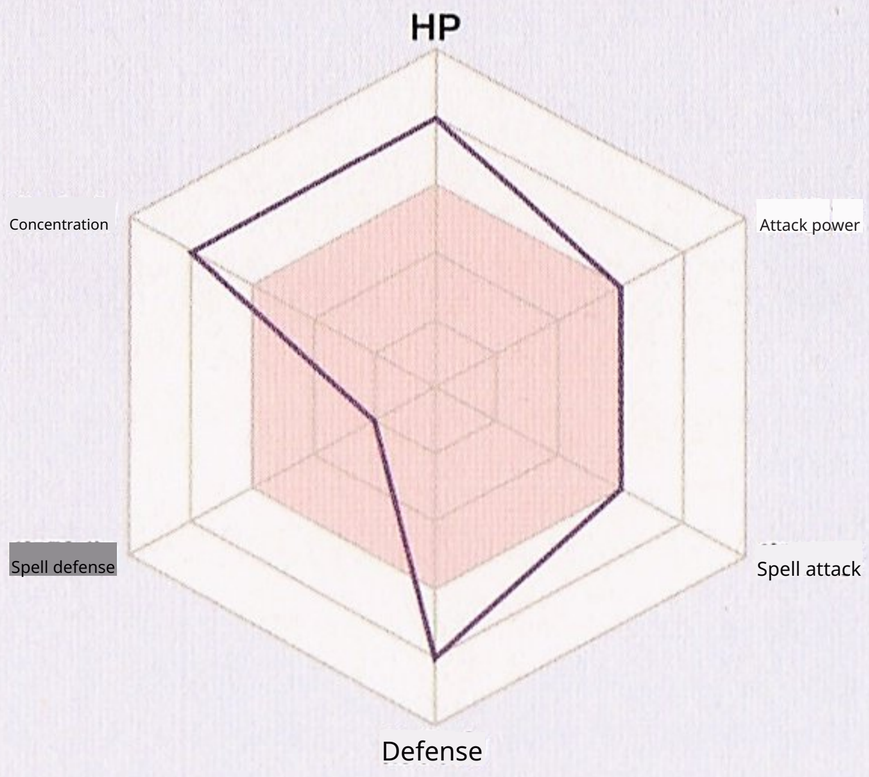
HP and defense are relatively high, and both attack power an d magical attack also grow in a balanced way, allowing you to ho ld the front line against enemies. On the other hand, magic defe nse is somewhat low, so you should prioritize defeating enemies that rely heavily on magic, or check the effective range and evad e with an Around Step. The status condition caused by “Consum ption Crow” prevents receiving HP recovery from allies, but you c an be incapacitated except for the enemy’s secret techniques.

It remains steadfast and can act as a shield to protect allies . In addition, when the demon-eating state is activated, the abilities are enhanced depending on the race of the attack ed enemy, and the magic arts that activate upon release ar e all powerful. The basic tactic is to chain combos up to the Soul cap to connect to “Conjurum Claw,” then unleash furt her combos to trigger magic arts. It is effective to use wide -area magic arts to strike a group of enemies all at once.

Velvet
Rokurou
Rifiset
Issen
Magilou
Eleanor

Status Data

Title	HP	Attack Power	術 Attack	Defense	術 Defense	Focus
Initial Value	528	46	46	55	28	55
Upper price	66	2.44	2.44	2.85	1.63	2.85



Title Level-Up Bonus (※)

Title	Attack Power	術 Attack	Defense	術 Defense	Focus
格闘剣士	會				
Claw Swordsman		Shishi	↓		
Phantom Demon Swordsman		Shishi Shishi	↓	↓	
Blood Keeper	↑				
Blade Slasher		↑			
Empress Claw		Meeting	↓		
Final Dancer	↑↑↑		↓		↓
Velvetter			↑		
Smash Lady		Meeting			↓
Combo Artist	↓			↓	↑↑↑
Wake Killer					↑
Hyper Jammer			↓		↑↑
Illusionist		↓		↓ Food	Food Food
Super Heroine	↑				
Shade Stepper	↓				↑↑
Soul Taker	↓	↓		↑↑↑	
Item Getter				Yes	
Master Arms				Meeting	↓
Enhanced Equipment Swordsman		↓	Shishi Shishi		↓
Traveler of Time			Yes		
One who engages in battle	Meeting				↓
Menu: Lady		↓	Meeting		
Battle Maniac		↓	↑↑↑		↓

※ Only when you purchase "Level-Up Bonus" at the Grade Shop

Recommended Techniques and Combos

Techniques and Combos	Description
Riven Thorns Demon King Flame Burst Red Fire 刃 Unlawful Reversal	Learned from the start, and the attack direction changes with the button, so it is easy to use regardless of enemy position. Among special moves, it has high power and can lift enemies straight up, making it easy t o chain into the following combo. It is a late-starting ultimate technique that has fast startup and long ran ge, and remains useful through the endgame. It has high hit count and power, and is a technique with th e rare race trait "Human." Use it against enemies of the relevant race. Both techniques have a stun proba bility effect, so they are useful when you want to increase your Soul early in battle. The distances to enemi es are not easily closed, and chaining through “Conjure Claw” makes it easy to continue the combo.
Breakthrough → Flying Swallow Combo ↳ Water Serpent Burial Four Burials Heaven Illusion	
Enketsu → Flame Fang Ascension Kick ↣ Demon King Flame Burst → Scorching Wind. Its startup is fast and it helps close the distance with enemies. Build the combo starting from “Enketsu” centering on skills with fire属性 (fire element). Demon King Flame Burst, Wolf Fire, and “Wave” and “Scorching Wind Wolf Fire” can knock down enemies, ensuring the combo does not break mid-way.	

④ Martial Swordsman

Condition: Velvet's Level

1	Lv.1	Consumes SG reduction depending on the techniques used; HP recovery +50 upon defeating an enemy
2	Lv.40	Attack Power 1.1x
3	Lv.80	Concentration 1.1x

④ Magic Claw Swordsman

Condition: Velvet's Level

1	Lv.10	SG consumption reduction depending on used magical techniques; Magic Attack 1.07x
2	Lv.50	Magic Defense 1.1x
3	Lv.100	Defense 1.15x

Phantom Demon Swordsman

Condition: Velvet's Level

1	Lv.30	SG consumption reduction depending on used magical techniques; Concentration 1.07x
2	Lv.60	Attack Power 1.1x
3	Lv.150	Magic attack 1.15x

Blood Kicker

Condition: Velvet's skill usage count

1	500 times	Special Skill Power 1.2x, Noble Technique Power 0.8x; Power increases depending on the used technique
2	5000 times	Reduction of SG consumption depending on the technique used
3	40000 times	Wind attribute attack power +7%

Blade Slasher

Condition: The number of times Velvet used her Noble Technique

1	250th	Ougi power 1.2x, Skill power 0.8x; Power increases according to technique usage
2	2500 uses	Steel body duration extends according to technique usage
3	20000 uses	Water attribute attack power +7%

Empress Claw

Condition: Use count of Velvet Break Soul

1	200 times	Power increases according to technique usage; BG increase when Break Soul is 1.12x; increase
2	1000回	in probabilistic effects according to the techniq
3	5000 times	ue used; BG increase when Break Soul is 1.12x

Final Dancer

Condition: Number of uses of Velvet's Secret Technique

1	30 times	Extend steel body duration according to technique usage; Max BG + 1
2	250th	Max BG + 1
3	1000回	Using techniques increases the usage count by 2x

Figure: Velvet

Condition: Number of battles where Velvet is at the front of the formation

1	50 times	Extend staggering duration according to technique usage; 50% reduction of paralysis effect
2	300 times	Extends steel body duration according to the used
3	1000回	technique; increases Soul limit by 1

Smash Ready

Condition: Number of Velvet enemies defeated

1	450体	Stagger time extension depending on the used technique; HP recovered by 50 when defeating enemies
2	2500体	Power increases according to the ★ of the technique used
3	10000体	Techniques damage increases in proportion to the number of consecutive hits

Combo Artist

Condition: The number of times Velvet defeated enemies that were dealt 40+ hits

1	5th time	Probability Effect Increase According to Used Techniques; Spells damage increases proportionally to consecutive hit counts
2	40th	SG consumption decreases according to the used spell skill
3	100 times	Paralysis effectiveness enhanced by 1.15 times

Wake Killer

Condition: Number of times Velvet triggered a weakness linkage

1	50 times	Probability effects increase according to the technique used; during weakness linkage, SG return increases by 10%; po
2	500 times	wer increases according to the technique used
3	5000 times	First-stage technique adds fire attribute hit

Hyper Jumper

Condition: Number of times Velvet stuns the enemy

1	50 times	Damage reduction during stun +25%; Stun duration on enemy increased by 1.1x
2	500 times	Stagger time extension depending on the used technique
3	2500 uses	Damage reduction during stun +25%

Illusionist

Condition: Number of times Velvet inflicts status ailments on enemies

1	20 times	Damage reduction when defending +25%; Burn effect reduced by 40%
2	200 times	Defense: Damage Reduction +25%
3	2000 times	When an enemy is burned, Magic Attack Power +30%

Figure: Super Heroine

Condition: The number of times Velvet appeared in Switch Blast

1	10 times	BG does not decrease when knocked out; HP recovers by 5% upon switching in; po
2	50 times	wer increases according to the used techniqu
3	200 times	e; HP recovers by 10% upon switching in

Shadow Stepper

Condition: Velvet's Around Step attack evasion count

1	30 times	Stagger time extension depending on the used technique; Invincibility time +2 seconds when switching in
2	400 times	Steel body time extension depending on the technique used; i
3	4000 times	nvincibility time +3 seconds when switching in

Soul Taker

Condition: The number of times Velvet stole souls

1	300 times	Stagger duration extended depending on the technique used; When switching in, 10 seconds of status ailment immunity
2	2500 times	Reduction of SG consumption depending on the technique used
3	77770	When switching in, 20 seconds of status ailment immunity

Item Getter

Condition: The number of item drops from enemies Velvet defeated

1	30 items	SG consumption reduced according to technique usage; Equipment drop rate from defeated enemies is 1.2x
2	200 items	Stagger duration extends according to technique usage
3	700 items	Equipment drop rate from defeated enemies is 1.2x

Master Arms

Condition: Number of Velvet Master Skills learned

1	120 items	Extend steel body duration according to the techniq ues used; Master Skill acquisition speed +14%;
2	50個	power increases according to the techniques
3	100個	used; initial Soul +1

④ Enhanced Equipment Swordsman

Condition: Total enhancement count of Velvet equipment items

1	10 times	SG consumption reduction according to technique ★; Master Skill learning speed +10%
2	30 times	Extend steel body duration according to technique usage
3	45 uses	Master Skill learning speed +14%

Traveler of Time

Condition: Gameplay time

1	300 minutes	SG consumption reduction according to technique usage; Against "Beasts" Performance +8%
2	3000 minutes	Defense power ×1.1
3	15000 minutes	Against "Beasts" Performance +10%

One who engages in battle

Condition: Battle time

1	40分	Power increases according to the ★ of the technique used; Performance against "Shapeless" +10%
2	300 minutes	Concentration 1.15x
3	1500 minutes	Performance against "Shapeless" +10%

Figure Menu Lady

Condition: Menu Usage Time

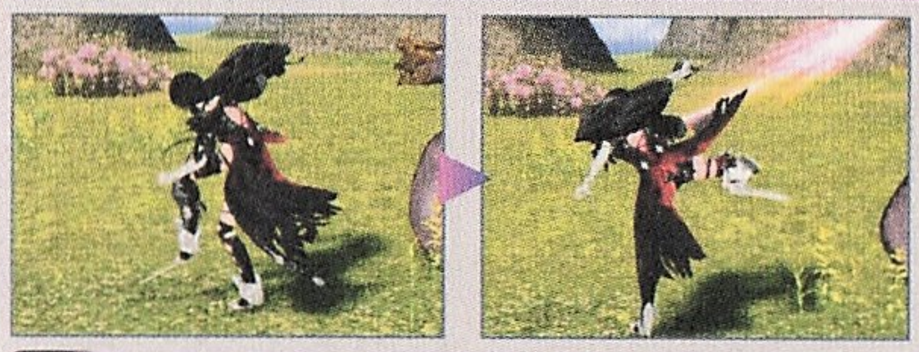
1	60分	Stagger time extension depending on the used technique; Against "Musu" performance +10%
2	300 minutes	Attack Power 1.15x
3	3000 minutes	Against "Musu" performance +10%

Battle Maniac

Condition: Number of battles

1	300 times	Duration of steel skin extends according to the technique used; Performance against "Winged" +10%
2	1200 casts	Burn injury performance 1.15x
3	3500 casts	Against "Winged" performance +12%

Technical Skill — Sharp Weapon (EiMu)



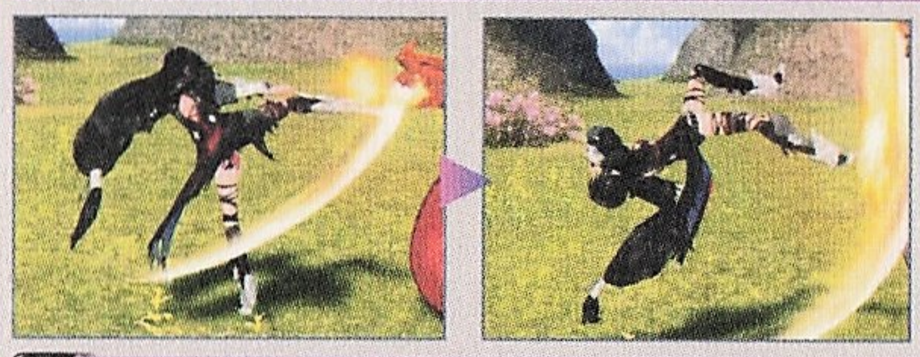
Sei!

Learning conditions	Learned from the start		
Derived technique	Circle Cut		
SG consumption	5	Casting time	—
Number of hits	1	Power	100
Probability effect	Stan (40)		

Use the edge embedded in the boots to deliver a sharp spinning kick. The range is short, and it only hits when the target is adjacent, so I want to use it as part of a combo.

Technical Skill — Resshikyō (Ressh)

Ground



Hisshutsu!

Acquisition conditions	Learned from the start		
Derived technique	Hiryu Ren Kyū (1) Ryō Gen Kyaku (●) Hōka Shū (◔) En Kai (X)		
SG cost	6	Casting time	—
Hit count	1	Power	95
Probability effect	Stun (36)		

@ or ✕ button is a summer salt kick, or button □ is a ○ t-right spinning kick. The spinning kick has a wide horizontal range and easily affects surrounding enemies.

Technical Skill — 円抉 (enketu)

None — Shell

There you go!

Learning conditions	Inborn from the start		
Derived technique	Debunk		
SG consumption	8	Casting time	—
Number of hits	2	Power	125
Probability effect	Stun (60)		

Perform a forward somersault while slashing the enemy with the edge of your boots. It has a fast startup and attacks as you approach, making it a convenient opener for combos.

Special Skill: Hienrenkyaku (Flight of the Swallowing Foot)

Wind — Wings

Flying Swallow Combo!

Learning conditions	Lv.6		
Derived technique	Water Serpent Burial		
SG consumption	11	Casting time	—
Number of hits	2	Power	175
Probability effect	Stun (50)		

It jumps slightly forward, lifts the enemy with the first kick, and knocks them down with the second kick. The distance with the enemy tends to increase after the second hit, so you'd want to choose long-range follow-up techniques.

Special Skill: Double Illusion Foot (Sougenkyaku)

⑥ Water — Amorphous

双 Phantom Leg!

Acquisition conditions	Lv.10		
Derived technique	Whirl Moon Flower		
SG cost	13	Casting time	—
Hit count	3	Power	195
Probabilistic Effects	Attack Power Decrease (20%), Stagger (15)		

Jumps on the spot and kicks the enemy, then instantly teleports to the right and perform a leg sweep. Enemies hit by the sweep are blown to the left of Velvet.

↘ Special Skill — Hōka Shū (Feared Fang Assault)

Ground

崩牙襲！

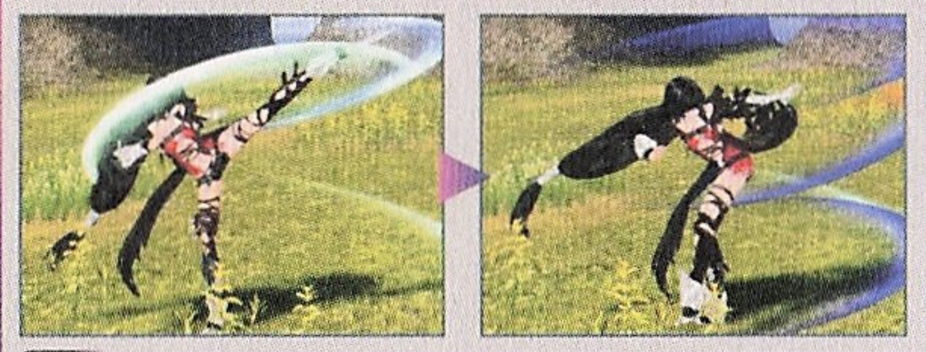
Acquisition Conditions	Lv.15		
Derived Technique	Flame Fang Ascending Dragon Kick		
SG Cost	15	Casting time	—
Hit Count	3	Power	225
Probability Effect	HP Absorption (20%)		

A two-hit sequence that connects a sharp heel drop to a leg sweep. Enemies swept will be lifted straight upward. Be careful when not close, as it's harder to land the leg sweep.

Read Through (Possession)

Technical Skill

[No Daily]



Learning conditions	Already learned from the start		
Derived technique	Shin Moon		
SG consumption	11	Casting time	—
Number of hits	3	Power	200
Probability effect	Stun (60)		

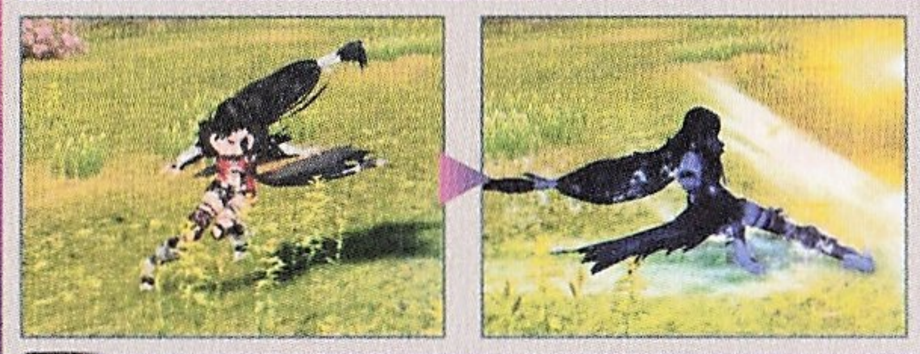
Fires three rapid kicks in a Z-shaped trajectory. Because the final kick sends the e nemy a bit backward, choose subsequent techniques with wide front-area range.

Dull!

Water Serpent Burial (Suijaa Sou)

Technical Skill

Water 2 Legless



Acquisition conditions	Lv.17		
Derived technique	Flying Steed		
SG cost	16	Casting time	—
Hit count	3	Power	230
Probability effect	Stun (65)		

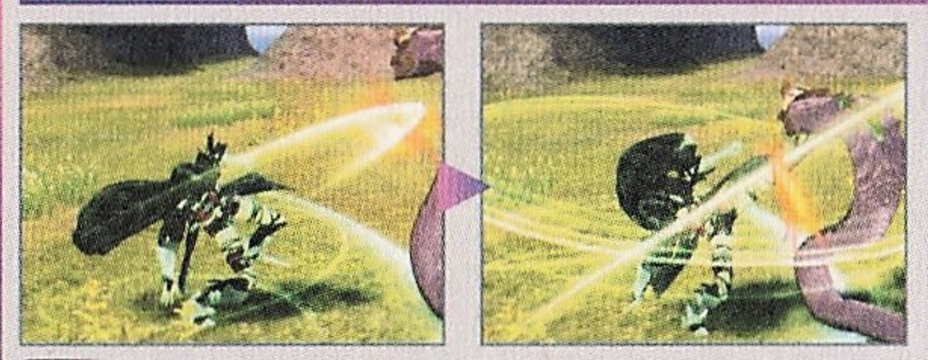
Twisting the body, it kicks up a splash of water, leaps backward, and immediately cl oses in with a slide. It has the effect of knocking down enemies in midair.

Water Serpent Burial!

Spinning Moon Blossom (Tsumuji Gekka)

Technical Skill

②Flavor



Learning conditions	Lv.21		
Derived technique	Four Burial Heavenly Mirage		
SG consumption	18	Casting time	—
Number of hits	4	Power	290
Probability effect	HP吸収(25%)		

Advancing while delivering two consecutive spinning kicks. It can strike surrounding enemies a s well, but since the enemies pushed back after being hit, chaining becomes difficult.

Rolling Moon Flower!

Inferno Fang Ascending Dragon Kick

↘Special Skill

火 地 竜

Acquisition Conditions	Lv.27		
Derived Technique	Demon King Flame Impact Wave		
SG Cost	21	Casting time	—
Hit count	4	Power	280
Probabilistic Effects	Magic Attack Reduction (25%), Stun (20)		

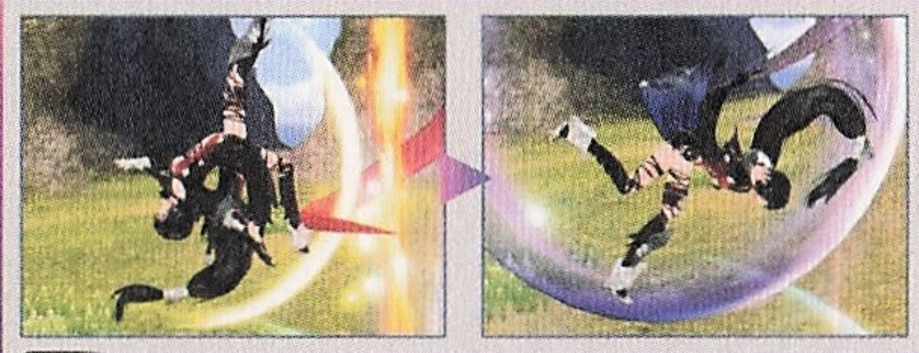
Leaping forward, delivers two consecutive flaming spinning kicks. In addition to lifting the hit enemies, it makes it hard to close the distance and easy to integrate into combos.

Flamefang Ascending Dragon Leg!

Shingetsu

Technical Skill

無



Acquisition Conditions	Learned from the start: Crimso		
Derived Technique	n Fire Blade		
SG Cost	9	Casting time	—
Hit Count	3	Power	170
Probability Effect	Stun (7%)		

Kicks the enemy vertically into the air. The lifted enemy falls straight down, so you can f ollow up with another technique on the landing.

Seiyaa!

Hiten Shouku (Flight and Steed) / Flying Steed

↘ Special Skill

Wind

Learning conditions	Lv.31		
Derived technique	Sharpened Weapon		
SG consumption	22	Casting time	—
Number of hits	5	Power	310
Probabilistic Effects	Stun (75)		

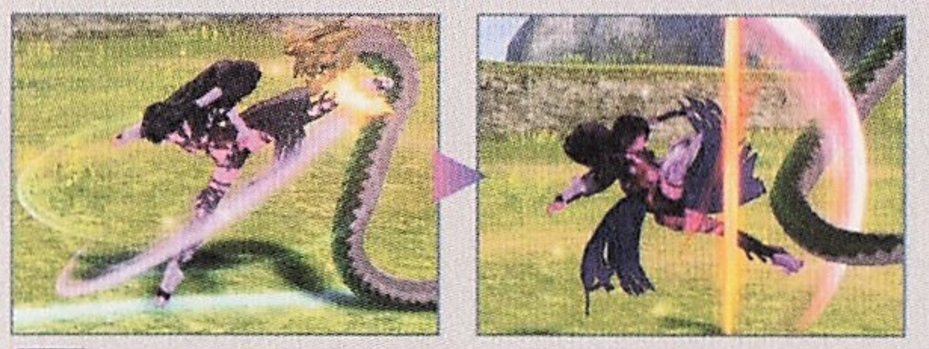
While spinning, jumps straight up and then slides forward with great momentum. When in contact and activated, it can attack from the first spin and flank the enemy from behind.

Soaring Flight

Four Death Illusion (Shisō Tengen)

Technical Skill

水 風 Immortal



Four Heavens 幻!

Learning conditions	Lv.37		
Derived technique	Demon King Flame Strike Wave		
SG consumption	26	Casting time	—
Number of hits	8	Power	320
Probability effect	Concentration Decrease (30%), Stun (30)		

While advancing, deliver a flowing series of kicks. It hits many times, is less easily disrupted by surrounding enemies, and is convenient when you want to close the distance to enemies.

Demon King's Flame Strike Wave (Maou Engekiha)

Special Skill

@Fire 5 Demons

Demon King Flame Burst!

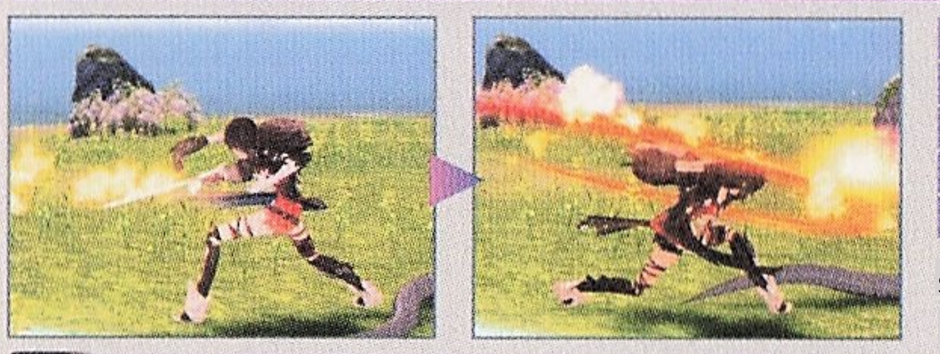
Acquisition conditions	Lv.41		
Derived technique	Four Burial Heavenly Mirage		
SG cost	34	Casting time	—
Hit count	5	Power	440
Probability effect	Burn (7.5%)		

Right after a left leg sweep, unleash a spinning kick wrapped in flames as a counter. It easily swe eps a wide area of enemies ahead and has the effect of knocking down those who are downed.

Koukaijin

√ Ougi

® Fire Celebration



紅 Flame Edge !

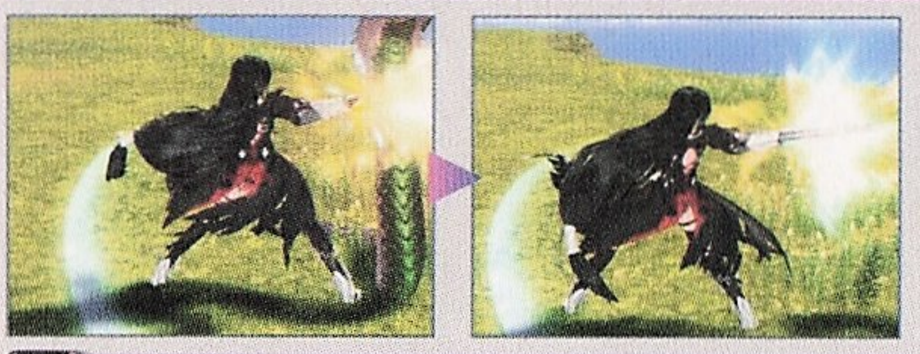
Learning conditions	Lv.4 and Main 2 Uri Boar after battle		
Derived technique	Shadow Rising		
SG consumption	13	Casting time	—
Number of hits	2	Power	200
Probability effect	Burn (4.8%)		

Swinging a刺突 blade wrapped in flames, and releasing a ring of fire toward the front. The ring of fire reaches about three steps distance, and can be used to pressure opponents from range.

Kuuhazetsushougeki

√ Ougi

Origin: [illegible]nor



Dispel Heaven and Break Spirit Strike!

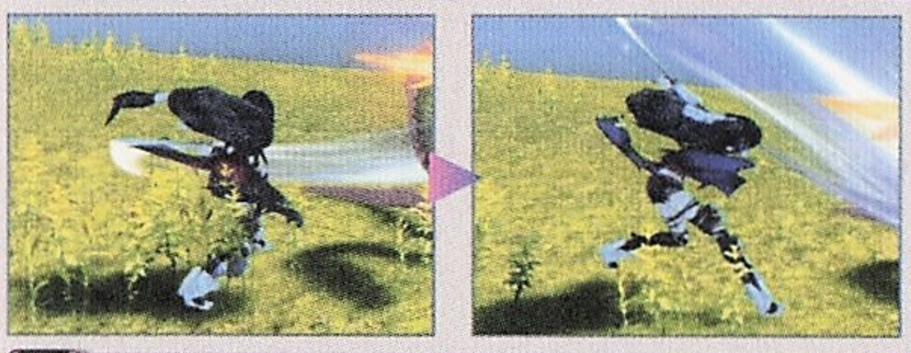
Learning conditions	Lv.9		
Derived technique	Rock-Slash Destruction Formation		
SG consumption	22	Casting time	—
Number of hits	3	Power	290
Probability effect	Dull Feet (4.8%)		

Stab the thrusting blade at zero distance. It will greatly knock the hit enemy back, and with a certain probabilit y knock them down, so it's good to use as a finishing move in combos.

裂 Armor Blade (Rekkoujin)

√ Secret Art

⑥ Water Armor Shell



裂甲刃!

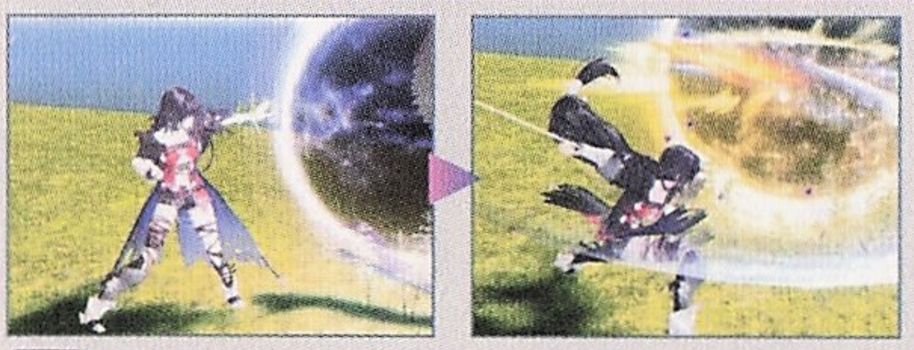
Learning conditions	Lv.13		
Derived technique	Falling Heaven Impulse		
SG consumption	24	Casting time	—
Number of hits	5	Power	270
Probability effect	Poisonous (4.8%)		

Swing the Stab Blade forward at high speed. It will coil all enemies around you, maki ng it effective when surrounded, and it also aims for extra damage from Poison.

Kagu Subar (Kageuro)

Arcane Technique

● Earth 9 Wind Amorphous



Koumyou-ryu!

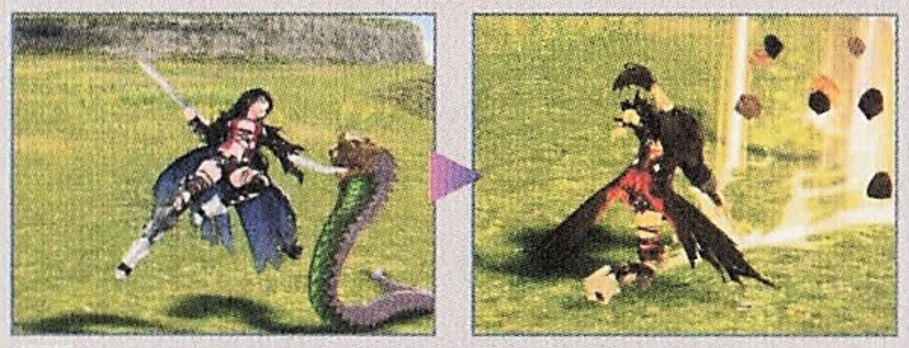
Learning conditions	Lv.19		
Derived technique	Blazing Wind Wolf Fire		
SG consumption	28	Casting time	—
Number of hits	4	Power	320
Probability effect	Defense decrease (24%), Stun (20)		

Generate a gravity orb in front to bind the enemy, then slash with a thrusting blade as if severing it. It has a pull-in effect on hit enemies, making it easier to close the distance.

√ Secret Art

Stone-Cutting Annihilation Formation (Ganzan Messai Jin)

Fire Earth 2 No Feet



Acquisition conditions	Lv.25		
Derived technique	Frost Binding Illusory Mist		
SG cost	30	Casting time	—
Hit count	5	Power	390
Probability effect	Stan (72)		

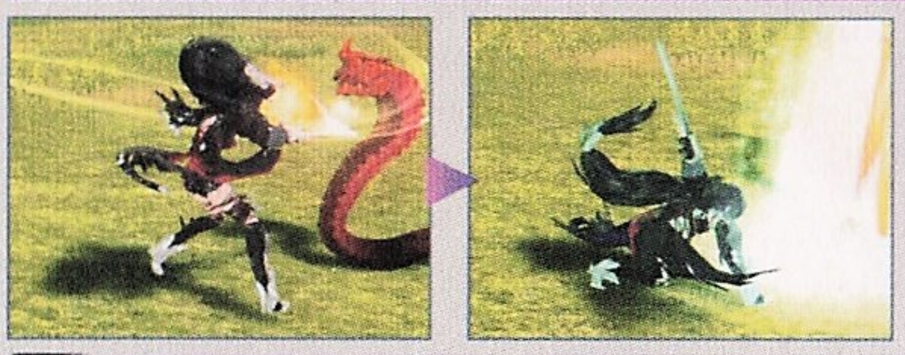
Drive the piercing blade into the ground and unleash a shockwave that rushes forward over a wide are a. The shockwave also hits airborne enemies and reaches about the distance of three steps.

Rock Destruction Formation!

√ Secret技

Datensho (Divine Destruction Surge)

Wind Limited



Acquisition conditions	Lv.35		
Derived technique	Evil Spirit Lightning Fang		
SG cost	32	Casting time	—
Hit count	5	Power	400
Probability effect	Fatigue (6%)		

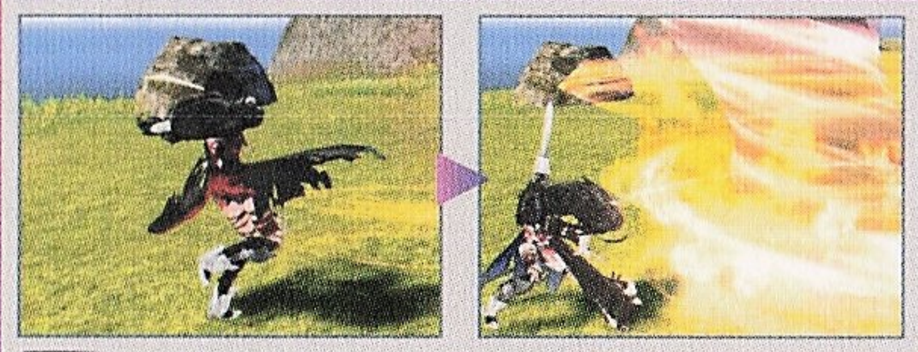
Leaping into the air, performing a spinning slash, and upon landing, emitting a ground-based shockwave. The shockwave reaches even if you are about two steps away.

Datengai!

√ Secret Art

Blazing Wind Wolf Fire

Fire Beastman



Learning conditions	Lv.39		
Derived technique	Unlawful Reversal		
SG consumption	33	Casting time	—
Number of hits	4	Power	420
Probability effect	Stun (90)		

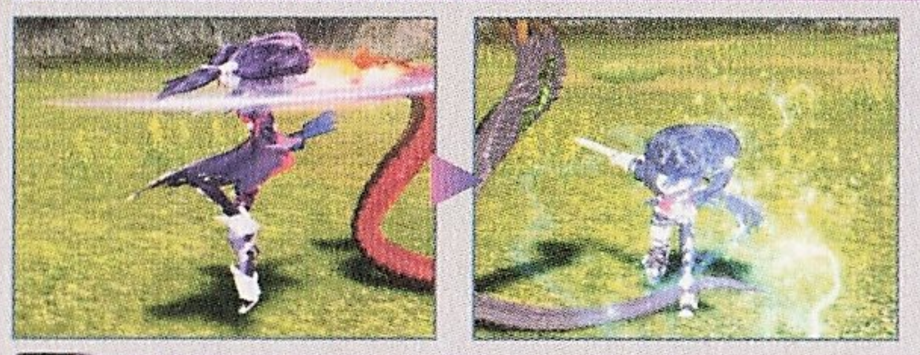
Step backward while generating a swirling heat wave where you were. While evading attacks and counterattacking, it's easy to cause a knockdown on enemies in the downed state.

Blazing Wind Wolf Fire!

√ Secret Art

邪灵雷牙 (邪灵雷牙)

⑥ Water Wind 幺幺 Undead



Acquisition conditions	Lv.43		
Derived technique	Sharpened Weapon		
SG cost	35	Casting time	—
Hit count	3	Power	480
Probabilistic Effects	Magic Defense Reduction (30%), Stun (25)		

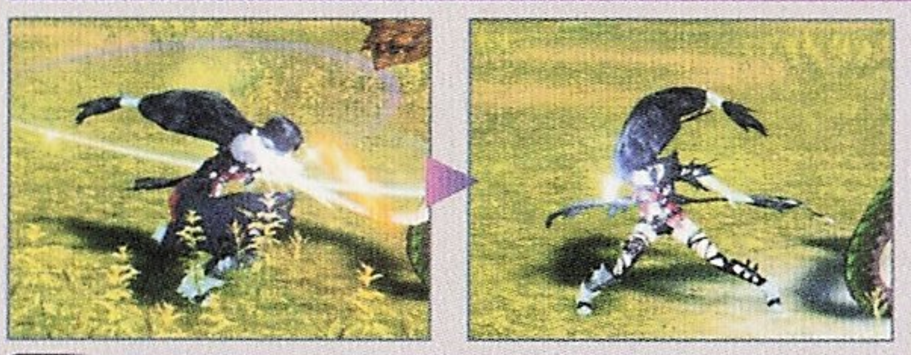
Leap forward with a large jump, perform a spinning slash, and immediately after landing, unleash a lightning-wr eathed thrusting blade to slash to the left. You can rapidly close the distance from a distant position.

邪灵雷牙！

√ Secret Art

Bind Ice Phantom Mist (Bokuhyo Genmu)

Mountain/District 6 Water Demon



Learning conditions	Lv.47		
Derived technique	Crack Dragon Flash		
SG consumption	40	Casting time	—
Number of hits	5	Power	500
Probability effect	Stun (90)		

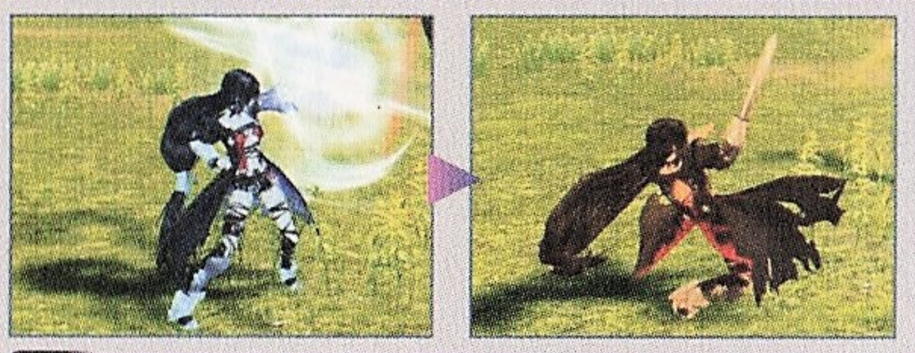
While stepping to the left and right in front, slash at the enemy, draw out the stabbing blade, and q uickly return to the original position at high speed. You can pull the hit enemy in front of you.

縛氷霧！

√ Secret Art

Crushed Dragon Gate (Kussai Ryusen)

火 水 竜



Learning conditions	Lv.55		
Derived technique	空破絶掌撃		
SG consumption	43	Casting time	—
Number of hits	4	Power	560
Probability effect	Stun (108)		

Fire a cold orb upward in the air, and shortly after, an explosion occurs from the temperature contrast with the h. ot orb just released. The explosion makes enemies float, and also has a range equivalent to about two steps.

Crushing Dragon Flash!

√ Secret Art

むりつはいはん (Muri Tsuhain?)

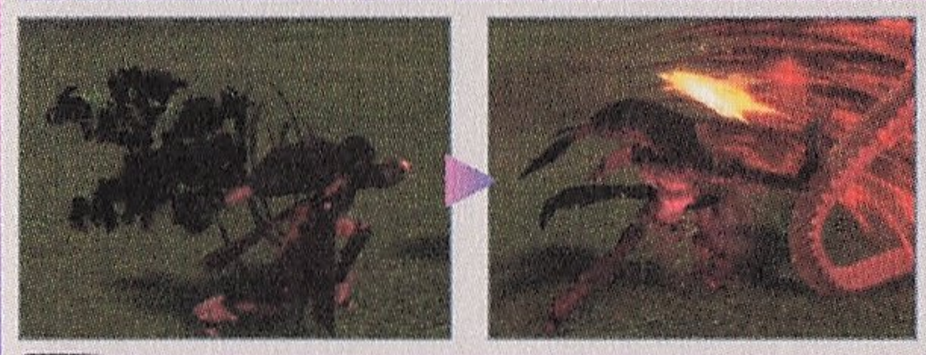
⇒No. 3 people

Acquisition conditions	Lv.60		
Derived technique	Riven Thorns		
SG cost	52	Casting time	—
Hit count	8	Power	600
Probability effect	Paralysis (9%)		

Approach the enemy quickly, knock them into the air with a kick, deliver a series of kicks in the air, and then thrust downward with a piercing blade. It has a chance to knock them down, so I want to follow up with a counter technique that can trigger.

Unlawful Reversal!

Break Cons[illegible]med Claw



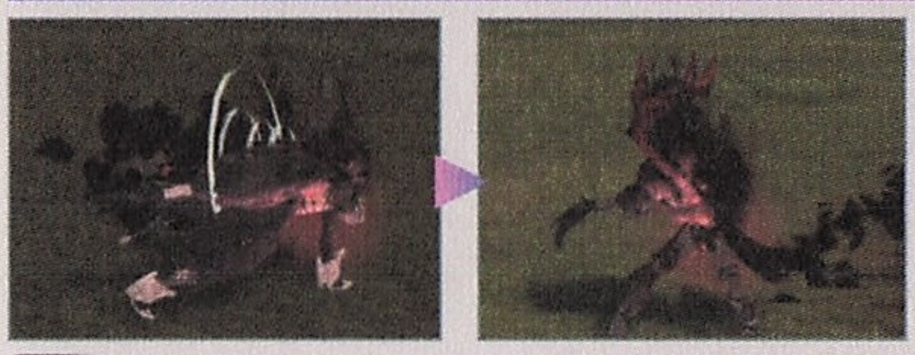
Learning Conditions	Level 5 and after defeating Dragon Puppy on main 10		
Activation Conditions	With Soul 3 or higher, long-press the R2 button		
Hit count	2	Power	200
Probability effect	HP 20% recovery (100%), BG recovery (100%)		

Unleash the demon-empowered hand, sweeping from left to right ahead. When the attack hits, you enter a demon-eater state, and your abilities are enhanced according to the enemy's race.

Devour!

Break Heav[illegible]'s Claw

無



Learning Conditions	Lv.23 and Main 10 Dragon Puppy Post-Battle		
Activation Conditions	In a Devil-eating state with Soul 3 or higher, after 1 combo, hold the R2 button.		
Hit count	2	Power	500
Probability effect	HP recovered by 30% (100%), BG recovered by 15 (100%)		

Step forward and swing the Demon-inflicting hand to lift the enemy into the air. When the falling enemy is knocked down with a certain probability, follow up to chain the combo.

Slash!!

☐Break Hell's Claw

Learning Conditions	Lv.33 and Main 10 Dragon Puppy Post-Battle		
Activation Conditions	In a Devil-eating state with Soul 3 or higher, after 2 combos, hold the R2 button.		
Hit count	4	Power	r: 600
Probabilistic Effects	HP recovered by 15% (100%), BG recovered by 35 (100%)		

Take a step forward in front, and grab the enemy with the demon's hand, blowing them away. Because the following combo is hard to link, it's useful when you want to create distance from the enemy.

Go through!

5 Break Nightmare Crow

NONE

Learning Conditions	After defeating the God of Death's defilers with Lv.60 and eight-headed dragon Kanoosh, maintain the d		
Activation Conditions	emon-eating state for 20 seconds or more and perform a third combo or higher, then press the R2 button		
Hit count	9	Power	1300
Probabilistic Effects	BG restores (100%)		

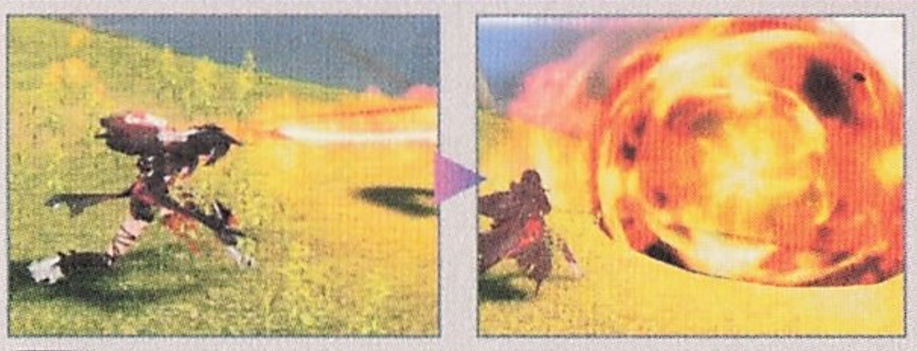
A rapid multi-hit attack that swings the demon's hand swiftly to the left and right. The activation conditions are somewhat strict, but it boasts high power. It is effective to connect to secret arts or ultimate techniques immediately after.

Absolutely finish them!! Nightmare Crow!

Secret Technique

Scarlet Edge

Firefight Beast



Learning Conditions	After the Dragon Puppy battle on Main 10, hit		
Activation Conditions	"Beast"-type enemies with "Conjure Crow" and automatically activate when the demon-eating state ends		
Hit Count / P	3	Power	440
robability Effect	Burn Injury (3%)		

Swing a piercing blade wrapped in flames, sending a gigantic ring of fire forward. The ring of fire travels straight for about the distance of two steps, then explodes in a large blast immediately after.

Scarlet Edge!!

Zero Impact

+ Secret Technique

QC Armor

Acquisition Conditions	Post-battle with Dragon Puppy at Main 10		
Activation Conditions	“Armor” type enemies, strike with “Conjure Claw,” automatically activates when the dem on-eating state is released		
Hit Count	5	Power	450
Probability Effect	Stun (3%)		

Draws enemies in with a vortex of air generated ahead, then dashes through with a thrusting blade. Immediately after Velvet moves, a shockwave erupts to pursue.

Zero Impact!!

Rush Strafe

+ Esoterica

e Wind Shell

Learning Conditions	After the Main 10 Dragon Pup battle, hit "Ca		
Activation Conditions	rapace" type enemies with "Conjume Claw"; automatically activates when the d emonized state ends.		
Hit Count / P	10	Power	450
robability Effect	Fatigue (3%)		

Seizes enemies with a massive wind vortex created ahead, then twists and slashes, simul taneously generating a huge tornado that lifts enemies high into the air.

Rush Strafe!!

Thunder Blitz

· Amorphous

Learn Conditions	Main after the Dragon Puppy battle at level 10 Str		
Activation Conditions	ike “Consume CROW” against “amorphous” type enemies, automatically activates when th e Feasting Demon state is解除		
Hit Count	6	Power	475
Probability effect	Paralysis (2%)		

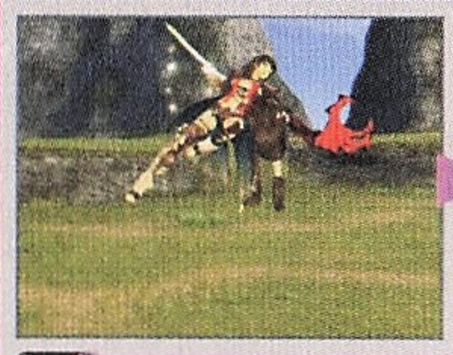
Launch a gigantic lightning orb directly ahead. The lightning orb sweeps up enemies as i t travels forward about two steps, then cuts away the engulfed enemies with the orb.

Thunder Blitz!!

Break Boost

Arcane

◇ Fire and Earth 2 legless



Acquisition Conditions	Main after the Dragon Puppy battle at level 10 St		
Activation Conditions	rike “Consume CROW” against “legless” type enemies, automatically activates when the F easting Demon state is解除		
Hit Count	1	Power	480
Probability Effect	Blunt Foot (3%)		

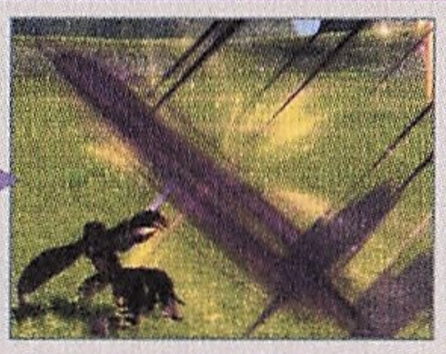
Jump high and drive the piercing blade into the ground, releasing a shockwave that crushes the earth in front. It has a long range and can reach enemies located about four steps away.

Break Boost!!

Rafati Raven

+ Secret Technique

● Ground with Wings



Learning Conditions	Post-battle with Dragon Puppy at Main 10		
Activation Conditions	Hit “Congeal Crow” against enemies of the “Winged” type, automatically triggering when the fiend state is released		
Hit count	6	Power	490
Probabilistic Effects	Fatigue (2%)		

Bend your body, thrusting the piercing blade diagonally upward to emit black shockwaves i n succession. It easily engulfs enemies in a wide frontal area and can loft enemies high.

Rafati Raven!!

Inferno Blue

+ Secret Technique

Fire O Yao Pen

Learn Conditions	After the Main 10 Dragon Pups battle, hit Bea		
Activation Conditions	stman-type enemies with Consume Maw Claw, triggering automatically when the d emon-eating state ends.		
Hit Count	5	Power	500
[Probabilistic Effect	Burn (2%)		

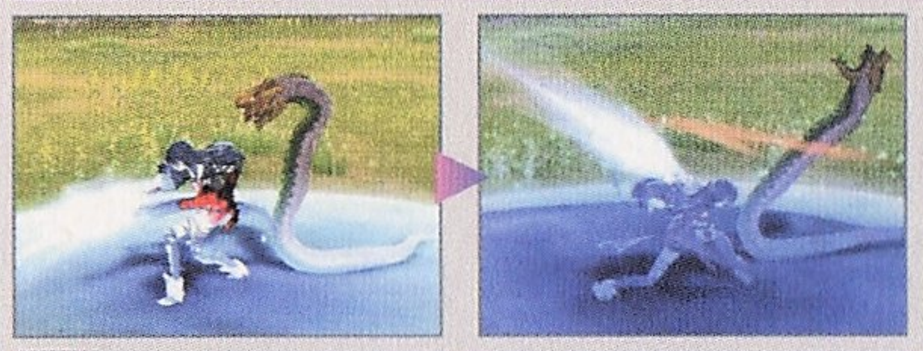
While leaping backward, swing with a piercing blade to slash, and at the same time blue flames rise in a forward fan-shaped range. The effect takes a moment to activate, but the area is wide.

Inferno Blue!!

Surface Moon

Secret Technique

6 Water - Undead



Learn Conditions	Post-battle with Dragon Puppy at Main 10
Activation Conditions	Hit the "Conjume Crow" against enemies of the "Undead" series, automatically activates when the fiendish state is解除
Hit Count	3
Power	505
Probability effect	Extreme poison (3%)

A light field appears along the path of the slashing thrust blade, attacking all enemies inside. It can attack in all directions and induce a knockdown on foes.

Surface Moon!!

Jet Blizzard

+ Secret Technique

Earth-purifying Wate Demon

Learning Conditions	After the Main 10 Dragon Puppy battle, hit the
Activation Conditions	"Conjume Crow" against enemies of the "Demon" series, automatically activates whe n the fiendish state is解除
Hit count	5
Power	515
Probability effect	Extreme poison (3%)

With a chilly, piercing blade, you slash forward while the ice blade you generate cuts enemy units to pieces. Since you perform a backward step at the end, follow-up attacks can be somewhat difficult.

Jet Blizzard!!

Phalanx Raid

Arcane Art

Address

Learning Conditions	After the Dragon Pup fight in Main 10, strike the dr
Activation Conditions	agon-type enemies with Conjure Claw, which automatically activates when the consuming-d emon state is lifted.
Hit Count / P	5
Power	520
robability Effect	Slow (2%)

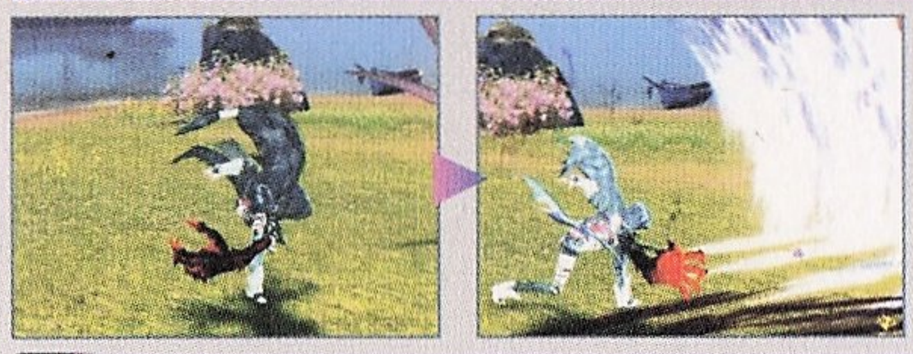
Raise a massive rock in a forward fan-shaped area, and shatter it with a spinning slash from the piercing blade. The range of the slashing effect is wide, extending about the same distance as three steps.

Phalanx Raid!!

Ambivalent

Arcane Art

No 8 players



Learning Conditions	Main 10 after the Dragon Puppy battle
Activation Conditions	Hit the enemy of the “human” type with “Conjure Claw,” automatically activates when the demo n-eating state is released
Hit count	12
Power	540
Probabilistic effect	SG recovery (30%)

Swinging the demon-dancer’s hand to create a shockwave that sweeps away enemies. The effect has a wide forward range, capable of engulfing enemies about four steps ahead

Ambivalent!!

Secret Technique: Lethal Pain

無

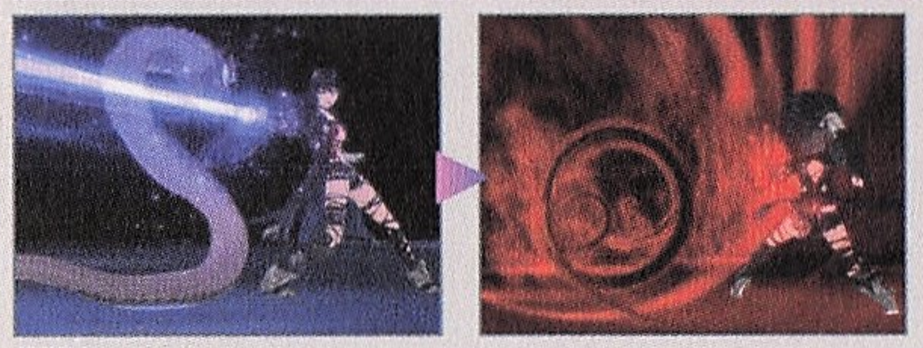
Learning Conditions	After the Guardian battle at Lv.12 with Main 17
Activation Conditions	BG3上で連携中にL2ボタン長押し
Hit count	5
威力	2165
Probability effect	—

From a powerful backstab to a flurry of stabbing blades, you slam the Finishing Hand in a single strike. The range is narrow, but the single strike by the Finishing Hand is somewhat wider.

No lasting scars! Carve them to an end! Lethal Pain!!

Secret Technique: Absolute Destruction Shock (Zeppame-shōgeki)

® Fire Wind



Learning Conditions	Lv.29 and after learning “Lethal Pain”
Activation Conditions	After 8 or more combos in BG4 or higher hold L2 for a long press
Hit count	3
Power	4000
Probability effect	—

At zero distance, stab the enemy with a piercing blade and, from the Finishing Hand, unleash a shockwave that blasts them away. The effect radius extends forward broadly, able to hit enemies at some distance.

A single strike is not enough! Absolute Destruction...! Annihilating Shock!!

Secret Technique: Impulse Desire

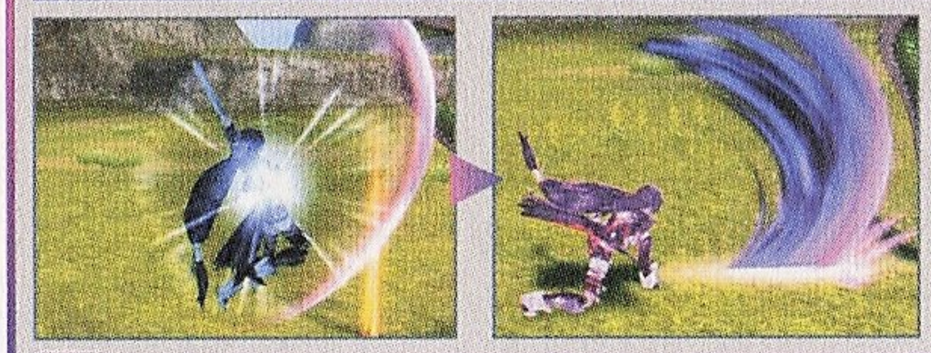
Learning Conditions	Lv.66 when learning "Nightmare Claw"
Activation Conditions	Above BG5, while Nightmare Claw is active, long press the L2 button
Hit count	Power 12 7000 — 7000
Probability effect	—

Immediately after a consecutive attack, leaps up and slams down on the target with the power gathered by the Demon Spirit's hand.

The effective range is not as wide as it looks, and it can only affect enemies that are almost adjacent.

If this place is hell! Go even deeper! Keep up the pace! Scrape up to the mud! Impulse Desires!!

Switch Grivus Slash



Learn Conditions	Main Eleanor (2) after the battle
Activation Conditions	Above BG1, press the Up or Down directional key
Hit Count	2 — Power 300
Probability effect	Attack Power Drain (100%)

I leap out from under the target's feet, raising a thrusting blade, and with that momentum slash to knock the enemy away. I want to steal the enemy's buffs with a chance effect of Attack Power Theft.

Weary to the bone!

Cooperative Secret Art

Linking from one secret art to another

When you press the corresponding button while each character's Secret Art is active, you can continue to activate another character's Secret Art. If you move the directional pad up or down to chain Secret Arts, you will switch to the linked character. As the activation order moves toward the latter half, the rank of the Secret Art that activates increases, making it easier to deal massive damage, but note that the required BP also increases accordingly.

Using this makes the conditions more difficult to meet
It is also easy to unleash the Third Secret Technique.

Characteristics of Cooperative Secret Arts

- When the BG of a character participating in the Coordinated Secret Oath is 3 or higher, if you perform a Switch Blast or change the controlling character during the activation of any character's Secret Oath, the corresponding character's Secret Oath will continue to activate.
- The rank of the Secret Oath to be used increases according to the activation order (First, Second, Third Secret Oath). However, if the corresponding rank of Secret Oath is not learned or the required BG is not met, the highest-rank Secret Oath among those that can be activated will be used. Rank 2 activation requires BG 4 or higher, Rank 3 activation requires BG 5 or higher.

An example of the characters corresponding to the Coordinated Secret Oath

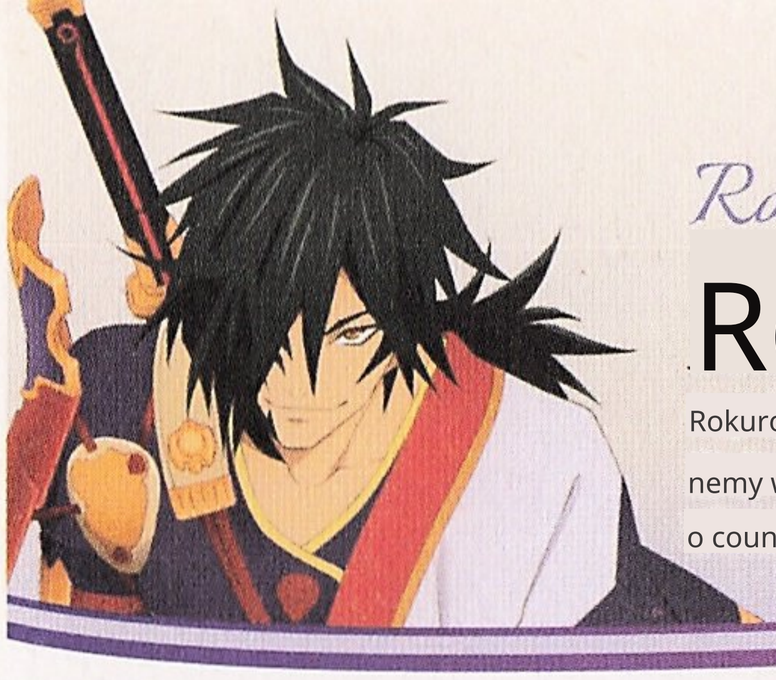
During battle, the following members are present, starting from Velvet

Eleanor
Velvet | Raifisetto
Rokurou
Magilou
Izen

- L2 Button + Directional Pad ↑ = Links to Eleanor's Secret Overture
- L2 Button + Directional Pad → = Links to Raulfset's Secret Overture
- L2 Button + Directional Pad ← links to Magilou's Secret Overture
- L2 Button + Directional Pad ↓ links to Aizen's Secret Overture

Secret Oath ranks by activation order

Activation order	The Secret Oath to be used
1st	Any
2nd	First Secret Overture
Third person	Second Secret Overture
Fourth person	Second Secret Technique
Fifth person and beyond	Third Secret Overture



Rokurou

Rokurou

Rokurou has high close-quarters abilities and can press the enemy with quick movements. If you don't miss the moment to counterattack after a counter, you can fight more safely.

Equipable Items

Body Part	Types of Equipment
Weapons	Short Sword
Unique	Amulet
Armor	[] 1 male armor
Rings	Ring M
Boots	Boots / Male Boots

Confuse the enemy with rapid movements while aiming for a counterattack

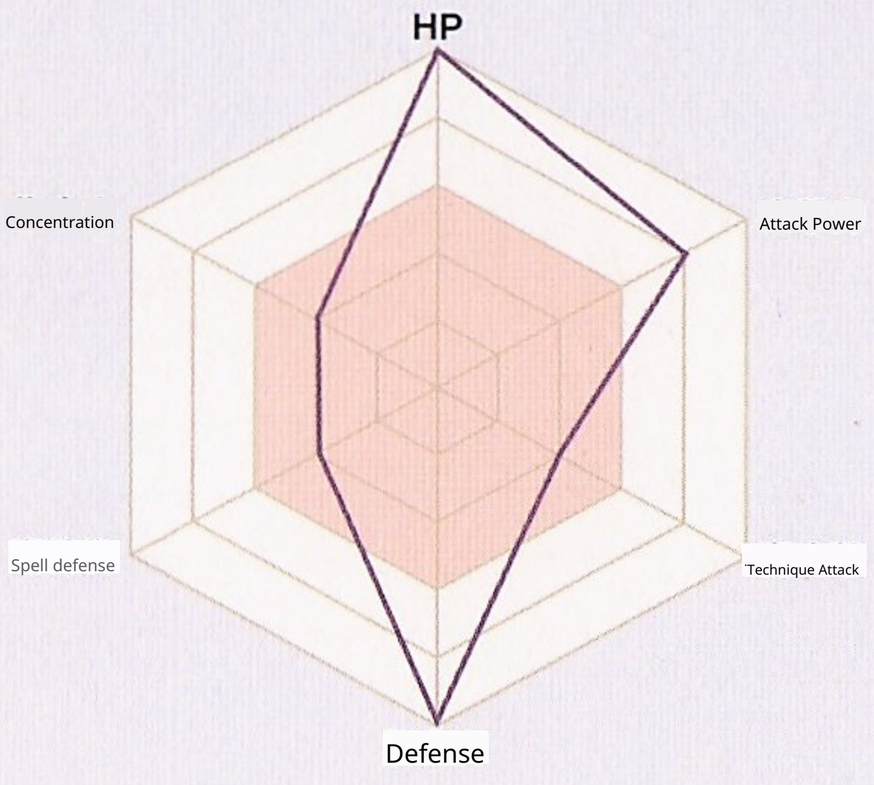
Parameters excel in HP, attack power, and defense, and this attacker-type character fights enemies at close range. As for magic, its characteristic is that upon activation it quickly closes the distance to the enemy and is suited for hit-and-away after an attack. The short dagger used as a weapon has a short reach, but many of its techniques and ultimate moves occur quickly, so you want to press with a high frequency.

In Soul, you can unleash various counterattacks starting from "Karma and Retribution." Because the effect duration of "Karma and Retribution" is short, carefully observe the target's movements and activate it when you are in an offensive stance. Basically, use the characteristics of techniques to repeatedly perform hit-and-run while supporting allies, and when you sense a counterattack coming, land a counter with Break Soul.

Velvet
Rokurou
Rifiset
Aisen
マギルウ
Eleanor

Status Data

Title	HP	Attack Power	術 Attack	Defense	術 Defense	Focus
Initial Stats	560	55	37	64	37	37
Upgrade Stats	70	2.75	1.97	3.15	1.97	1.97



Title Level-Up Bonus (*)

Title	Attack Power	術 Attack, Defense, Magic Defense, Concentration
Dual Swordsman	↑	
Arcane Swordsman		Meeting
Force Swordsman	↓	
Duel Knight	↑	
Mark Breaker		Yes
Grappler	↓	
Last Samurai	Shishi Shishi	
Rokla		
Smash Man	Meeting	
Combo Artist	↓	↓
Wake Killer		Yes
Hyper Jamer		
Illusionist	↓	
Super Vagabond		↑
Shade Stepper	↓	
Harvester of Souls		
Equipment Procurement Shop	Yes	
Master Arms		
Enhanced Equipment 侍		
Machinist		
Enchanter		
鍛冶職人	↑↑	
元素探求師		

Title	Attack Power	術 Attack, Defense, Magic Defense, Concentration
		↓
		↓↓↓
	↓	
		↑
		↓
		↓
		↑
		↓
		↓
		↑↑
		↓
		↓
		Feast
		↓
		Shishi Shishi
		Meeting
		↓
		↓
		↓
		↓
		↓

※ Only when you purchase "Level-Up Bonus" at the Grade Shop

Recommended Techniques and Combos

Techniques and Combos	Description
風迅剣	ロクロウの術技のなかでは射程が長く、連携の起点としても、連携中に組み込んでも使いやすい
八岐大蛇	ヒット数が多く、威力も高い特技。敵との距離がほとんど離れず、別の術技につなぎやすい
参の型・水槌	敵を引き寄せる効果があり、範囲の広さを活かせば前方の敵をまとめて射程内に引き込める
六の型・黒霧	長射程かつ敵を引き寄せられる。鈍足の確率効果もあり、敵の動きを封じて攻撃しやすくなる
風迅剣→懐刀→朧舞→六の型・黒霧	「風迅剣」で距離を詰めてから連携開始。「朧舞」で距離が離れたところを「六の型・黒霧」で引き寄せる。これで敵が「風迅剣」を当てやすい位置に戻るので、再び距離を詰めて攻撃しよう
鎌掛→衝皇震→八岐大蛇→伍の型・斑裂	「鎌掛」で敵を引き寄せ、「衝皇震」で浮き上がらせて「八岐大蛇」で追撃する。落下してきたら「伍の型・斑裂」を決めよう。最後の一撃で敵は再び浮き上がっているので、さらに追撃できる

Dual Swordsman

Condition: Rokurou's level

1	Lv.1	SG consumption reduction depending on used magical techniques ★ HP recovery +30 on enemy defeat
2	Lv.40	Attack Power 1.1x
3	Lv.80	Concentration 1.1x

Embossed Seal Swordsman

Condition: Rokuro's level

1	Lv.10	SG consumption reduction depending on used magical techniques ★ 術Attack x1.07
2	Lv.50	術Defense 1.1x
3	Lv.100	Defense 1.15x

Force Swordsman

Condition: Rokurou's level

1	Lv.30	SG consumption reduction depending on used magical techniques ★ Concentration 1.1x
2	Lv.60	Defense power ×1.1
3	Lv.150	Attack power 1.15x

Duel Knight

Condition: Number of times Roclow used Skills

1	500 times	Skill power 1.2x, Burst power 0.8x; Wind attribute attack power +7%
2	5000 uses	Reduction of SG consumption according t ★
3	40000 uses	o the executed technique

Mark Breaker

Condition: Number of times Roslow's ultimate technique is used

1	250th	Ultimate power 1.2x, Skill power 0.8x Fire attribute attack power +7%
2	2500 uses	Increase duration of steel body according to the executed technique ★
3	20000 uses	Earth attribute attack power +7%

Grappler

Condition: Number of times Roclow Break Soul is used

1	200 times	Power increases according to technique usage ★ BG increase when Break Soul is 1.12x; increase
2	1000 times	in probabilistic effects according to the techniq ★
3	5000 times	ue used; BG increase when Break Soul is 1.12x

Last Samurai

Condition: Number of times Roclow's secret ultimate technique is used

1	30 times	Stagger duration extended according to the technique use ★ d; maximum BG +1
2	250th	Maximum BG + 1
3	1000回	Using techniques increases the usage count by 2x

Rokla

Condition: Number of battles with Roclou at the head of the formation

1	25 times	Time spent in a stagger increases according to the technique used ★ Fatigue effect reduced by 40%
2	150 times	Extends steel body duration according to the used t ★
3	500 times	echnique; increases Soul limit by 1

Smash Man

Condition: Number of Roclou's enemy defeats

1	450体	Stagger time extension depending on the used technique ★ HP recovered by 50 when defeating enemies
2	2500 HP	Power increases according to technique usage ★
3	10000体	Techniques damage increases in proportion to the number of consecutive hits

Combo Artist

Condition: The number of times Krolo destroyed enemies that had dealt 40 or more hits

1	10 times	Probability Effect Increase According to Used Techniques ★ Damage from techniques increases in proportion to consecutive hits
2	40th	SG consumption reduction according to the techniques used ★
3	100 times	Fatigue performance 1.15x

Wake Killer

Condition: Number of times Rokurou triggered a weakness chain.

1	50 times	Increase probability effects according to the used skill technique ★ When linking weaknesses, Refined SG increases by 10%
2	500 times	Increase power according to the used skill technique ★
3	5000 times	First-tier skill gains an additional wind attribute hit

Hyper Jamer

Condition: Number of times Rokurou has stunned enemies

1	50 times	Damage reduction during stun +25% Stun duration on enemy increased by 1.1x
2	500 times	Stagger time extension depending on the used technique ★
3	2500 uses	Damage reduction during stun +25%

Illusionist

Condition: Number of times Rokurou inflicted status effects on enemies

1	20 times	Damage reduction +25% when defending, and 40% reduction of paralysis effect
2	200 times	Defense: Damage Reduction +25%
3	2000 times	When tiring enemies, Focus Increase +30%

Super Vagabond

Condition: Number of times Rokurou appeared via Switch Blast

1	10 times	When unable to fight, BG does not decrease HP recovers by 5% when appearing as a substitute
2	50 times	Power increases according to the magic technique used; ★
3	200 times	HP recovers by 10% when appearing as a substitute

Shade Stepper

Condition: Number of times McRocro's around-step evades attacks

1	30 times	Stagger time extension depending on the used technique ★ Invincibility time +2 seconds when switching in
2	400 times	Steel body time extension depending on the technique used; ★
3	4000 times	invincibility time +3 seconds when switching in

Reaper of Spirit

Condition: Number of times Roclow stole souls from enemies

1	300 times	Stagger duration extends according to th e ★ of the technique
2	2500 uses	SG consumption reduction according t ★
3	7777回	o the executed technique

Equipment Procurement Vendor

Condition: Number of items dropped by enemies defeated by Roslow

1	30 items	SG consumption reduction according to the technique used ★ Equip drops from defeated enemies increased by 1.2x
2	200 items	Stagger duration extended according to the ★ of the technique used
3	700 items	Equip drops from defeated enemies increased by 1.2x

Master Arms

Condition: Number of Roclow Master Skills learned

1	20 pieces	Extend steel body duration according to the techniqu ★ es used; Master Skill acquisition speed +14%; po
2	50個	wer increases according to the techniques use ★
3	100個	d; initial Soul +1

④ Enhanced Equipment Samurai

Condition: Total enhancement count of items equipped by Roclow

1	10 times	SG consumption reduction according to the technique used ★ Master Skill acquisition speed +10%
2	30 times	Stagger duration extended according to the technique used ★
3	45 uses	Master Skill acquisition speed +14%

开机工术师

Condition: Number of times equipment is disassembled

1	100 times	SG consumption reduction according to technique usage ★ Against "Armor" Performance +8%
2	400 times	Attack Power 1.1x
3	1200 casts	Against "Armor" Performance +10%

Enchanter

Condition: Number of times equipment is enhanced

1	50 times	Power increases according to the ★ of the technique used Against "Undead" Performance +10%
2	200 times	Focus +1.15x
3	700 Uses	Against "Undead" Performance +10%

鍛冶職人

Condition: The maximum enhancement level of a single equipment

1	3rd time	Stagger time extension depending on the used technique ★ Against "Beast" Performance +10%
2	6th time	術Defense 1.15x
3	10 times	Against "Beast" Performance +10%

Elemental Seeker

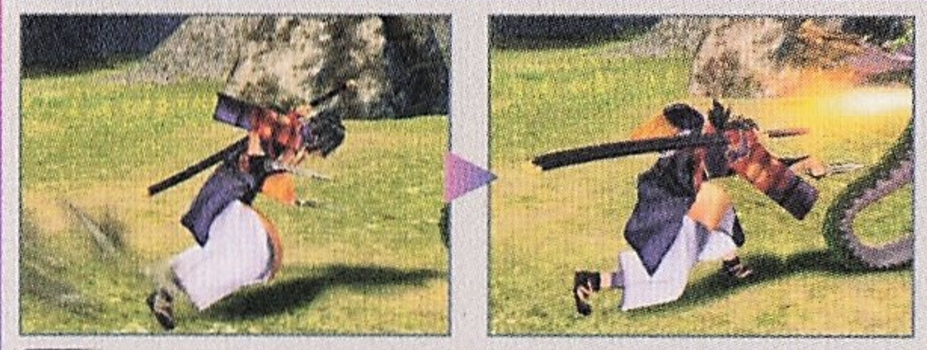
Condition: Number of skills discovered

1	100個	Extend armor duration according to the used skill technique ★ Performance against "Formless" +10%
2	240 items	Fatigue performance 1.15x
3	320 items	Performance against "Formless" +12%

Rigid (Bukotsu)

Technical Skill

[None] 2 Legless



Learning conditions	Learned from the start		
Derived technique	Kamabuke		
SG consumption	6	Casting time	—
Number of hits	1	Power	100
Probability effect	Stun (48)		

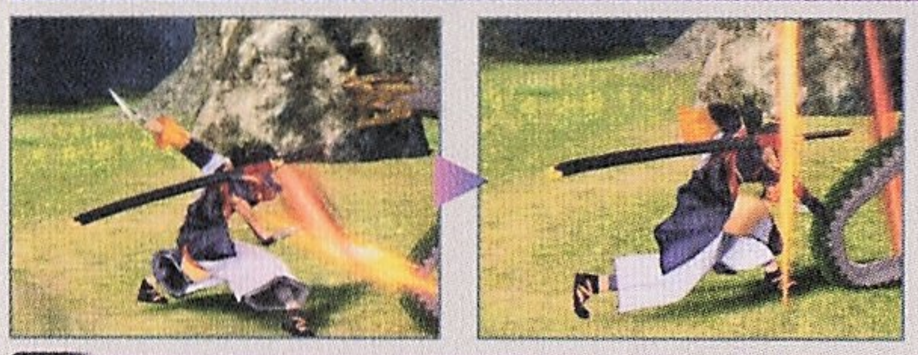
Take a big step forward and thrust the dagger straight ahead. It consumes little SG, and can r each from a position about one step away, so it's good as a starting move for combos.

Hmph!

Crimson Flash (Hisen)

Special Skill

Fire



Acquisition conditions	Learned from the start		
Derived technique	風迅剣(△)、Charge Emperor Shoken (□), Smoke Burst (◎), Kamakak(×)		
SG cost	6	Casting Time	—
Hit count	1	Power	110
Probability effect	HP Absorption (16%)		

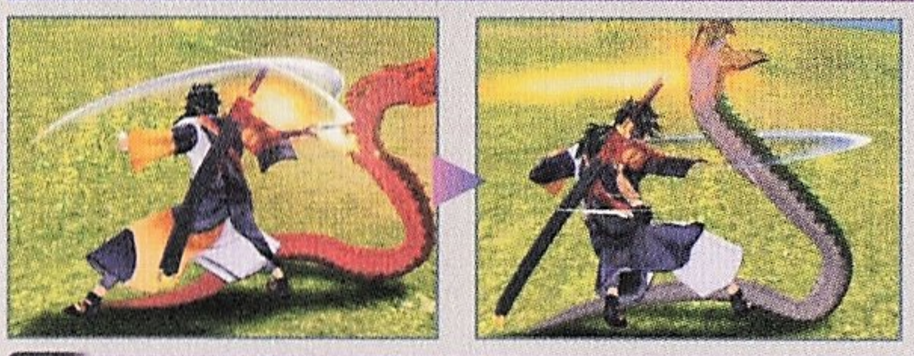
△ or while stepping forward, slash with the attack button, □ the dash button to slash left and right. The slash has longer range, so use it according to the distance to the enemy.

Hai!

Kamakake (Kamakake)

Special Skill

No Silent



Learning conditions	Inborn Proficiency		
Derived technique	Dagger of Concealment		
SG consumption	7	Casting time	—
Number of hits	2	Power	130
Probability effect	Stun (5%)		

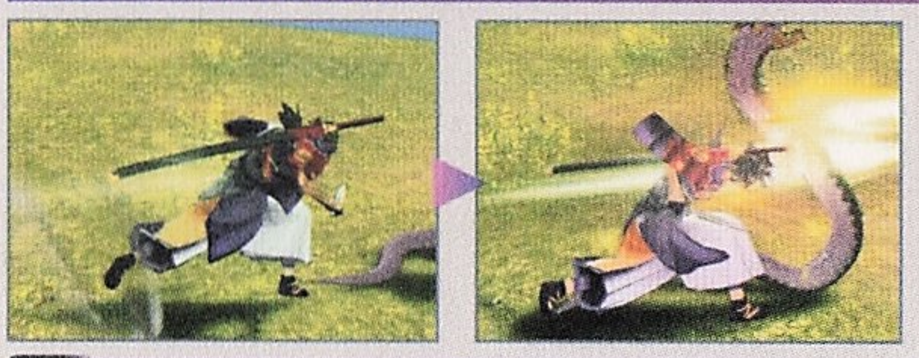
Strike swiftly with a dagger, then retreat quickly while delivering a second strike. T he second strike slightly pulls the enemy closer, making it hard to create distance.

I won't let you do as you please!

Wind Swift Sword (Fujinken)

Special Skill

Wind Armor



Learning conditions	Lv.10		
Derived technique	Armor Piercer		
SG consumption	10	Casting time	—
Number of hits	2	Power	200
Probability effect	Concentration Down (20%), Stun (30)		

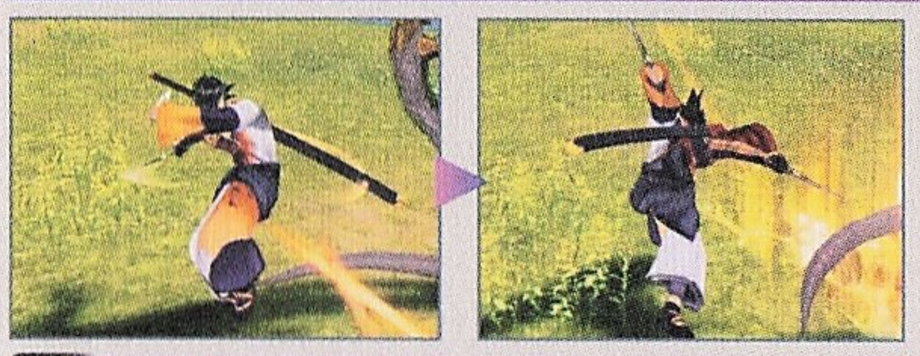
Charge forward quickly and strike with a vacuum wave. It has a range about the distance of two steps. Since enemies are knocked back slightly, choose longer-range techniques for follow-up.

風迅剣！

Shōōshin (Shōō Shīn)

[Special Skill

Earth Undead



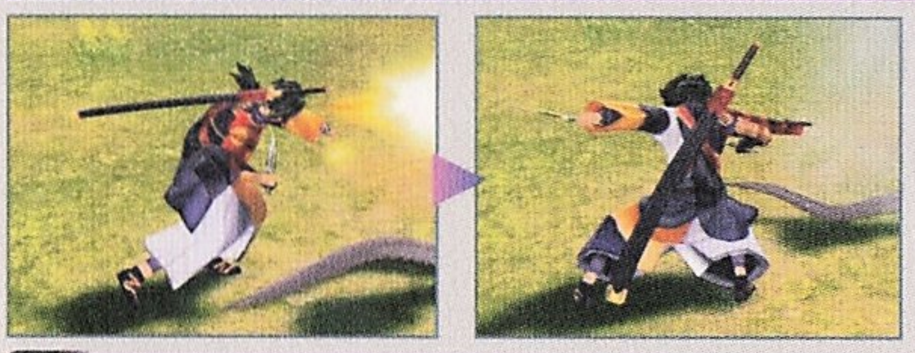
Acquisition conditions	Lv.15		
Derived technique	Branching Star		
SG cost	12	Casting time	—
Hit count	3	Power	220
Probabilistic Effects	Defense reduced by 20%, Stun (30)		

While spinning, step to the left and slash the earth with a dagger. Enemies on either si de of the target can be swept up, but the range is short, so activate it after closing in.

Shōōshin!

Special Sk... Smoke Screen (Kemumaki)

(6) Jellyfish Beastman



Learning conditions	Lv.17		
Derived technique	Emerald Wave Vital Strike		
SG consumption	14	Casting time	—
Number of hits	4	Power	235
Probability effect	Magic Defense Reduction (20%), Stun (30)		

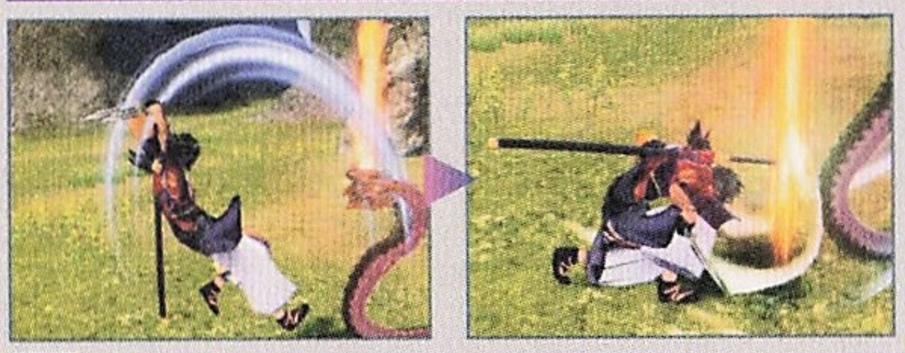
Charges forward while slashing, deploys a smoke screen, and rapidly retreats. Magic Defense Reduction

It has a chance effect, and can be utilized to support allies who primarily fight with magic.

Smoke Screen!

Hōtōken (Futokogatana)

↘ Special Skill | 無 | Amorphous



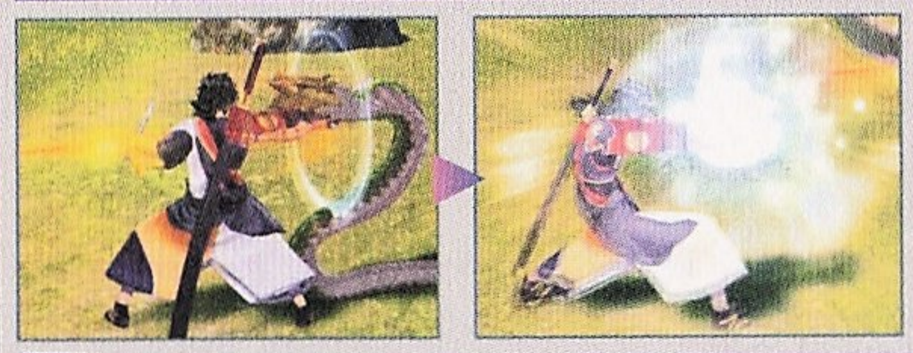
Learning conditions	Learned from the start		
Derived technique	Oborōmai		
SG consumption	10	Casting time	—
Number of hits	3	Power	210
Probability effect	Attack Power Reduction (25%), Stun (30)		

It performs a forward spin, followed by a sequence of airborne heel-drop and crossing-slash attacks. Be careful not to get too far from the enemy, or the heel-drop may not land.

Will you be able to dodge it!

Armor Piercing (Yoroi-dōshi)

Technical Skill | 無 | Armor



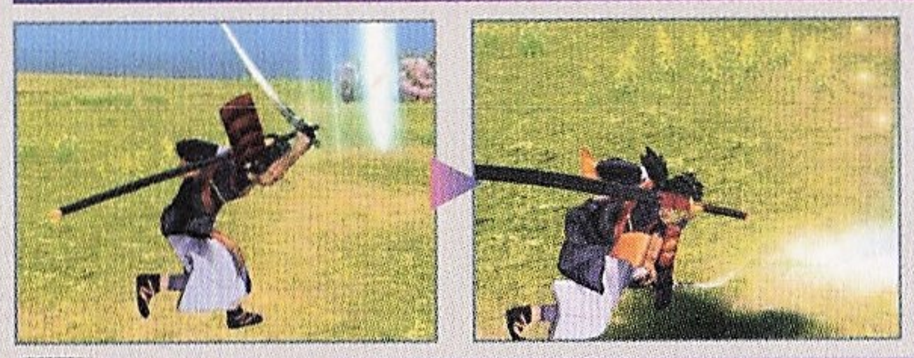
Acquisition conditions	Lv.19		
Derived technique	Overlapping Mirage		
SG cost	15	Casting time	—
Hit count	2	Power	320
Probability effect	Stun (75)		

Press the dagger against the enemy and rapidly stack another dagger, launching an attack with the resulting shockwave. The shockwave also has hit detection around the area and can knock enemies down.

Armor Piercing!

Shidareboshi

Technical Skill | 無 | Amorphous



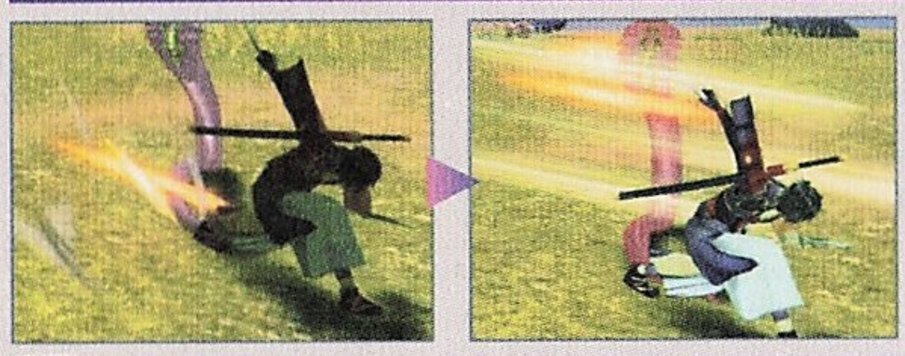
Learning conditions	Lv.23		
Derived technique	Great Fire Inferno		
SG consumption	17	Casting time	—
Number of hits	6	Power	250
Probability effect	Stun (75)		

From the air, unleash three rapid slashes downward. Because the slashes are released while moving to the left, there are times when an enemy is stunned mid-swing and you miss.

Shidareboshi!

Suika Kassa (Water Wave Kill/Slay)

↘ Special Skill | Windscape | Undead



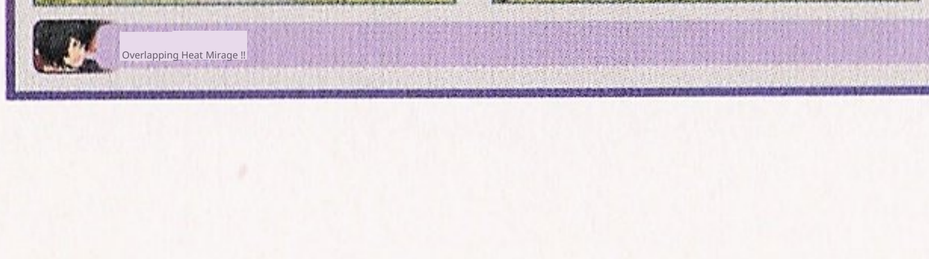
Learning conditions	Lv.26		
Derived technique	Great Fire Inferno		
SG consumption	20	Casting time	—
Number of hits	5	Power	290
Probability effect	HP吸収(25%)		

With unstoppable speed, he swings his dagger to the right with a horizontal slash, and a vacuum wave that arises one beat later pursues the enemy. The slash has a short reach, so unleash it while in close proximity to the foe.

Greenwave Assassination!

Oroboros Dance (Oboro-may)

↘ Special Skill | Non- | Mai



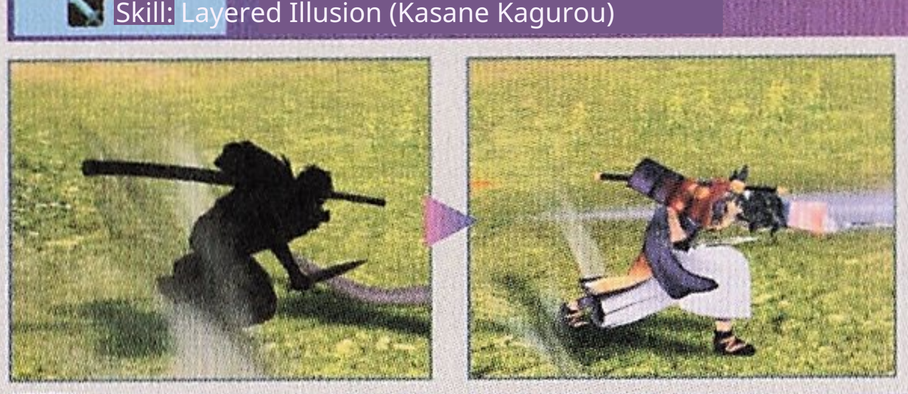
Learning conditions	Learned from the start		
Derived technique	Rugged		
SG consumption	9	Casting time	—
Number of hits	2	Power	200
Probability effect	Stun (90)		

Step in at high speed and unleash a spinning slash, then instantly dash back to the original position. The stance has a high activation rate and consumes little SG, making it ideal to incorporate into combos.

Cannot be grabbed!

Skill: Layered Illusion (Kasane Kagurou)

⑨ Water Town Beast



Acquisition conditions	Lv.30		
Derived technique	Crimson Flash		
SG cost	23	Casting time	—
Hit count	2	Power	380
Probabilistic Effects	SG Recovery (15%)		

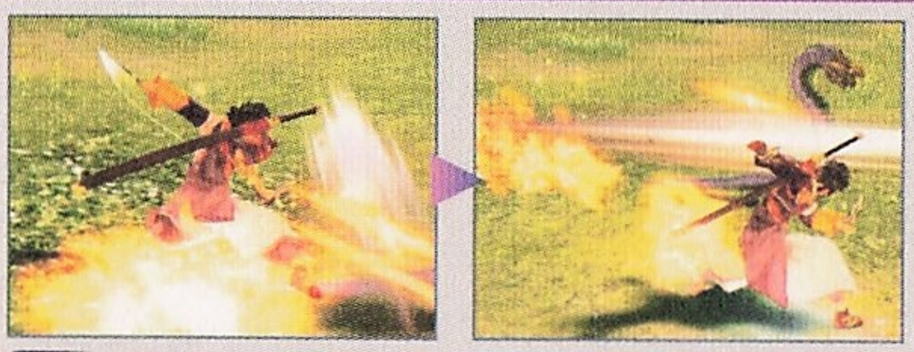
Charge forward at high speed, pierce the enemy, and trace its path to strike again. It has a tendency to pull enemies in, and the second strike makes it easier to circle behind them.

Overlapping Heat Mirage !!

Gōka Keiran (Gouka Keiran)

Technical Skill

Fire Undead



Learning conditions	Lv.36		
Derived technique	Yamata no Orochi		
SG consumption	28	Casting time	—
Number of hits	6	Power	410
Probability effect	Stun (90)		

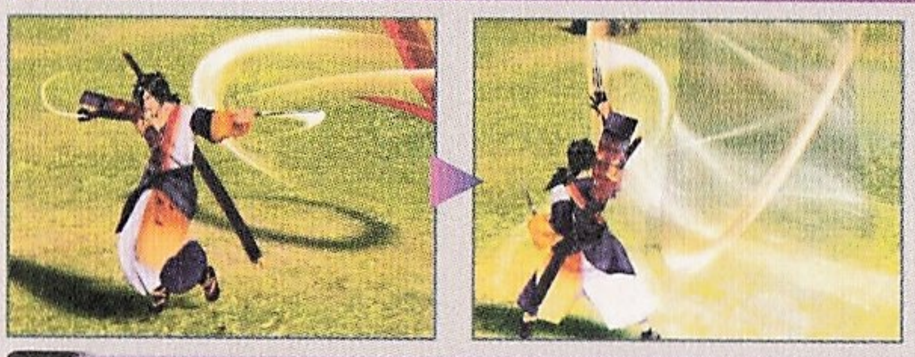
Wraps in flames and slices rapidly to the left and right. The effect range extends widely to the front, making it eas y to envelop surrounding enemies. As the distance to enemies increases, chain long-range techniques.

Inferno Frenzy!

Yamata no Orochi

Technical Skill

地 2 legless



Acquisition conditions	Lv.41		
Derived technique	Great Fire Inferno		
SG cost	35	Casting time	—
Hit count	8	Power	460
Probability effect	Stun (90)		

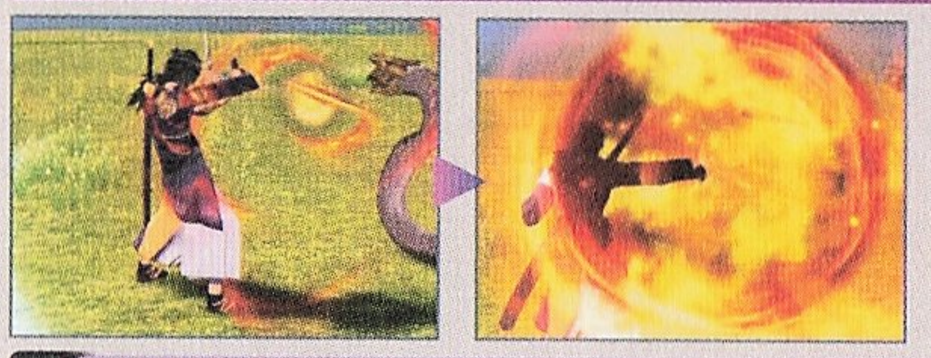
Move as if dancing, delivering a series of consecutive slashes, and create a tornado in front that lifts enemies into the air. Enemies that are lifted will fall straight down, so follow up with another technique.

八岐大蛇！

Form I: Kounen (Konren)

Secret Technique M

火



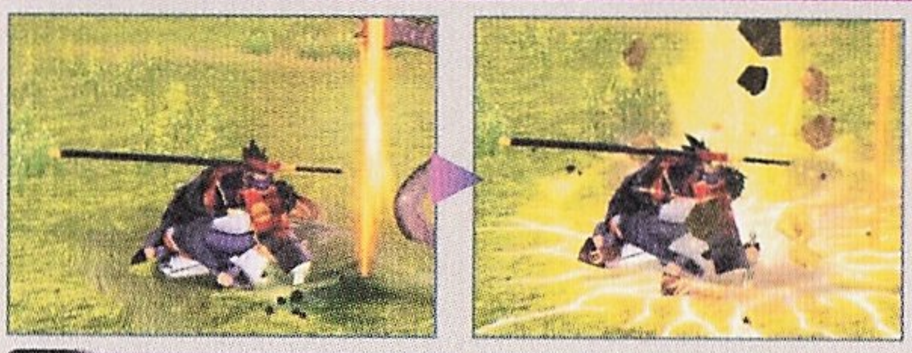
Acquisition Conditions	Learned from the star		
Derived Technique	t; Form II: Daichi		
消費SG	17	Casting time	—
Hit Count	1	Power	320
Probability effect	Burn (4.8%)		

Compress the fire spirit power in front of you to create an explosion. Since all of Rooklow's ultimate techniques do not have race traits, aim for weak-point combos by chaining with special skills.

First Form!

Second Form: Daichi (Second Form / Daichi)

√ Secret Art



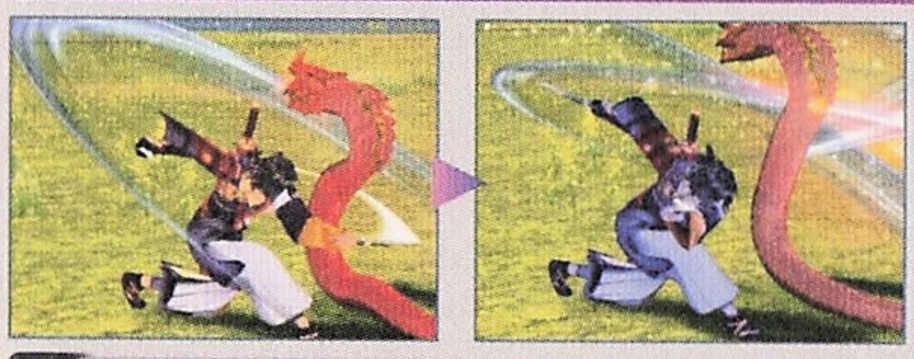
Acquisition Conditions	Lv.9		
Derived Technique	Third Form: Water Hammer		
消費SG	20	Casting time	—
Hit Count	2	Power	350
Probabilistic Effects	Dull Feet (4.8%)		

Plant a dagger at your feet and set a trap that explodes when an enemy approac hes. The traps can lift downed enemies and, at close range, can strike directly.

Second Form !

Third Form: Water Hammer (Third Form / Mizuchi)

√ Secret技



Learning conditions	Lv.12		
Derived technique	Fourth Form: Swift Sky		
SG consumption	24	Casting time	—
Number of hits	3	Power	400
Probability effect	Poison (6%)		

Slash the dagger from side to side, pulling enemies in with a compressed water current. It has a wide frontal area, with a range roughly equivalent to one step. I want to chain the pull effect for combos.

San no Kata!

Shin no Kata - Shikkuu

√ Ougi

Acquisition Conditions	Lv.21		
Derived Technique	Wu's Patterned Fault/Rupture		
SG Cost	28	Casting time	—
Hit count	3	Power	450
Probabilistic Effects	Fatigue (6%)		

With a dagger, perform a frontal slash to create three consecutive vacuum waves. The vacuum wave greatly harms the enemy

Because it makes [the opponent] recoil, it's good to activate at the end of a combo.

Four Stances!

√ Secret Art

Type 5 Pattern Cracks ・ (Go no Kata ・ Murasaki)

Fire 6 Water

Acquisition conditions	Lv.28		
Derived technique	Sixth Form ・ Black Mist		
SG cost	32	Casting time	—
Hit count	5	Power	550
Probability effect	Severe Poison (7.5%)		

Releasing condensed qi forward, after advancing about the distance of one step, it explod es. The exploding shockwave can also sweep up surrounding enemies.

Formation of Five!

√ Ougi

Sixth Form ・ Black Mist (Roku no Kata ・ Kuromu)

Ground Wind

Acquisition conditions	Lv.38		
Derived technique	Seventh Form ・ Thunderquick		
SG cost	36	Casting time	—
Hit count	6	Power	570
Probability effect	Blunt Foot (7.5%)		

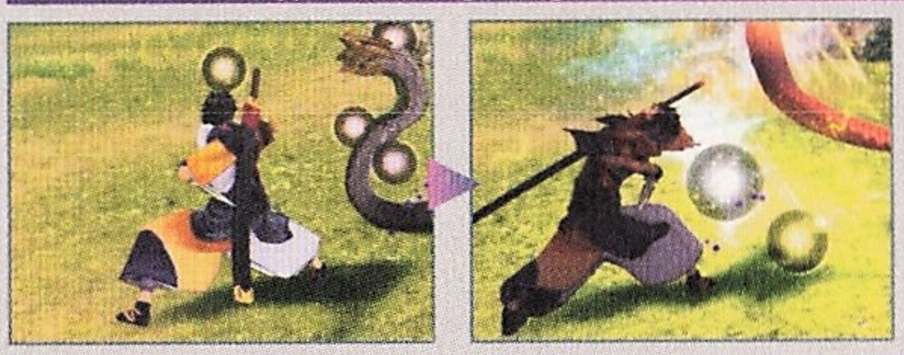
Projecting a pitch-black sphere forward to pull in enemies within the sphere. Has about t he range of two steps, convenient when you want to close the distance to enemies.

Type Six !

√ Ougi

Type Seven - Lightning Swift (Nanoka ta Raitajin)

6) Water & Wind



Learning conditions	Lv.44		
Derived technique	Type Eight - Magic Scatter		
SG consumption	44	Casting time	—
Number of hits	7	Power	610
Probability effect	Fatigue (9%)		

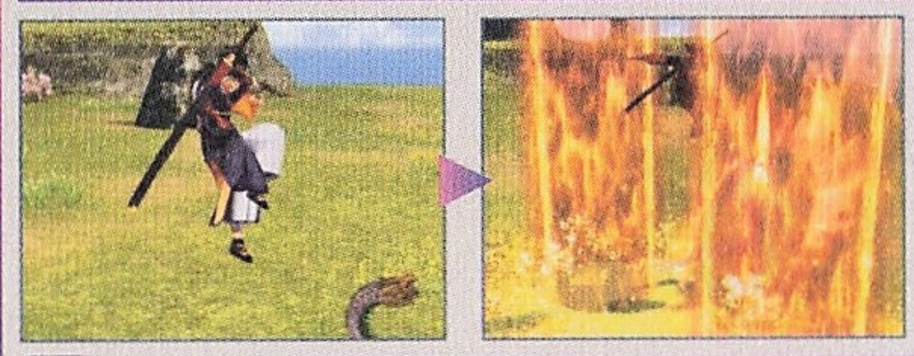
Instantly release seven雷球 generated and dash forward with the speed of lightning, moving a bout two steps away. If within range, it pierces the target and can reach enemies behind it.

Seventh Form!

奥义

Eighth Form - Spread Demon (Hachi no Kata: Maguma)

Ⓡ Fire 08



Learning conditions	Lv.54		
Derived technique	First Form Fragrance Flame		
SG consumption	56	Casting time	—
Number of hits	8	Power	660
Probability effect	Burns (9%)		

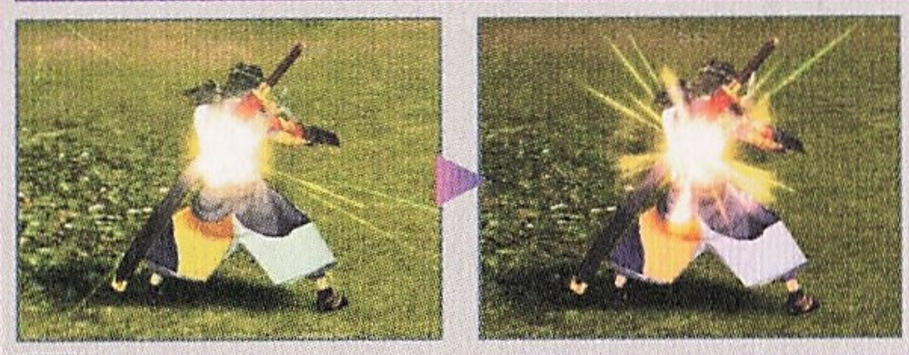
Jumping slightly forward and rising high, then raising intense flames from the ground on both side s. It is hard to hit unless you are in close contact, but it can cause a downed enemy to stumble.

Eighth Form!

Break

Karmic Retribution

無



Learning Conditions	Learned from the start		
Activation Conditions	With Soul 3 or higher, [illegible]ong-[illegible]ess the R2 button		
Hit count	—	Power	—
Probabilistic Effects	HP 20% Recovery (100%), BG 30 Recovery (100%)		

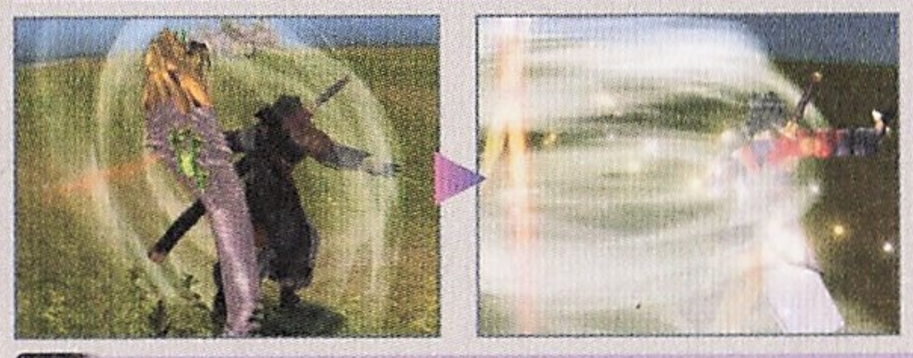
When activated, you draw your dagger and unleash "Retribution - Split" at the attacking enemy. If you activate after confirming the enemy's attack cue, it is less likely to miss.

Come on!!

Break

Retribution - Split

No Name Demon



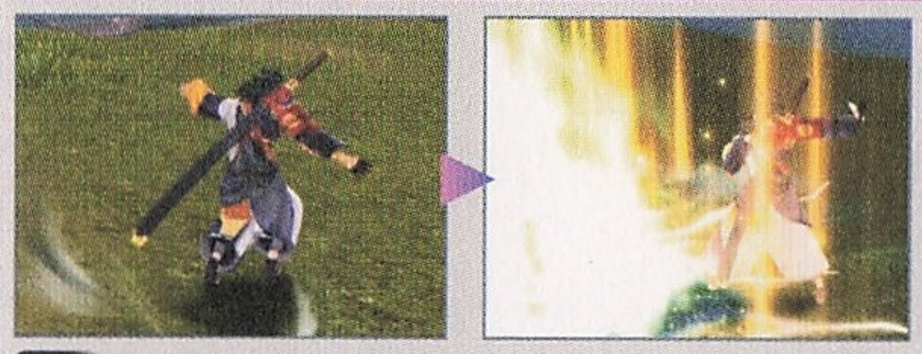
Learning Conditions	Learned from the start		
Activation Conditions	While "Karmic Retribution" is active, you take an enemy's		
Hit count	2	attack	900
Probability effect	HP 5% Recovery (100%), BG 5 Recovery (100%)		

When the "Karma" effect is active and you are attacked by an enemy, you counter while charging forward, sw eeping the attacker into the whirlwind you create on the spot. There is a chance to inflict a knockdown.

Karmic Retribution!!

Break — Retribution: Rending (Ouhou: Zetsu)

Sugar-[illegible] demon



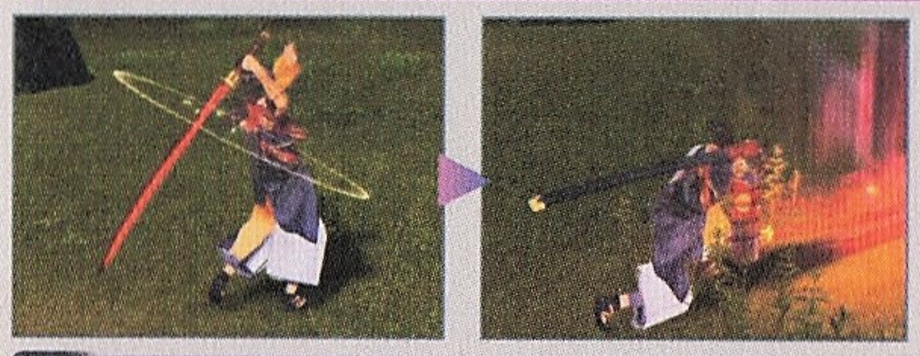
Learning Conditions	Lv.32
Activation Conditions	Power to continuously succeed in “Retribution: Rend” without taking d
Hit count	5 — amage — 1200
Probability effect	HP 5% recovery (100%), BG 10 recovery (100%)

When you successfully execute “Retribution: Rend” repeatedly without taking damage, it transforms into a count er that unleashes a massive shockwave from the earth. The knockdown effect is the same as “Rend.”

Comeback WAVE!!

Break — Oūhōmetsu (Ōhōmetsu)

None 2 players



Learning Conditions	After defeating the Criminal Avenger using Lv.60 and eight-headed dragon Kanoni
Activation Conditions	When Soul is 3 or higher and the skill "Oūhō Zetsu" is active, hold the R2
Hit count	3 — button to charge; power is 1250
Probability effect	HP recovers 5% (100%), BG recovers 30 (100%)

Immediately after performing "Oūhō Zetsu," swing the long sword on your back downward and unleash a follow-up attack forward. At t he same time, columns of scorching flames erupt on your left and right, allowing you to attack surrounding enemies in one sweep.

One slash cuts through all!!

Secret Techniques — Zero Style: Haiku (Zero no kata: Hakū)

無

Learning Conditions	After Lv.5 and the main 17 Guardian after battle
Activation Conditions	Press and hold the L2 button du[illegible] linked play in BG3 —
Hit count	2 — Power — 2240
Probability effect	—

Dashes in at high speed towards the target, then with a raised dagger, delivers a追撃 after the enemy that rose u p, wrapping them in a shockwave. The range is narrow, but it can also sweep up surrounding foes.

At this distance! I won’t miss! Zero Style: Break Air!!

Secret Techniques — Ranzetsuryū - Shiraga (Rangetsuryū - Shirasagi)

Wind

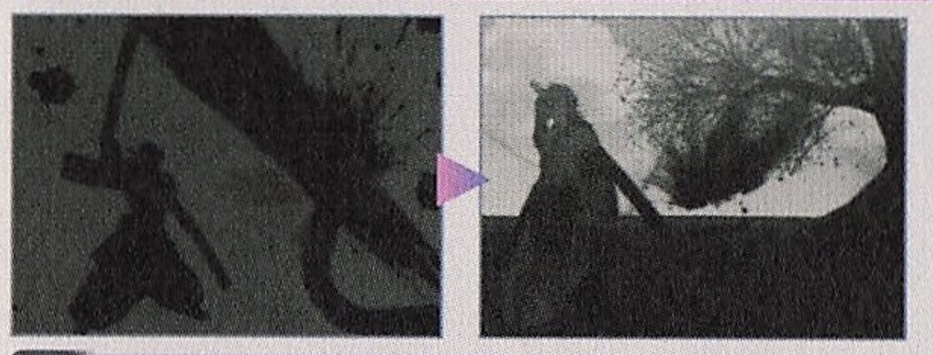
Learning Conditions	Lv.34 and after learning “Zero Style Break Air”, w hen BG4 or higher performs 8+ combos, hold th e L2 button to unleash [illegible] Power 11
Activation Conditions	
Hit count	— 3885
Probability effect	—

Slash enemies rapidly to the left and right, catch the dagger you throw, then cross the dag gers to cut through. Can envelop enemies within a radius centered on the target.

Legacy Techniques, behold! Ranzetsuryū! Shirasagi!!

秘奥義 — Ninth Style: Final Punishment (Kyū no Kata: Zekkai)

無



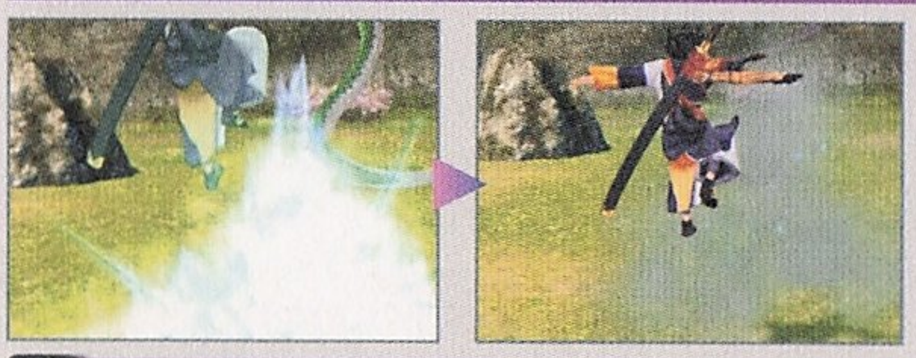
Learning Conditions	Lv.62 and after learning "Reprisal/Destruction"
Activation Conditions	In BG5 or higher, while "Reprisal/Des[illegible]ion" is active, hold L2 Power 9, 6500
Hit count	—
Probability effect	—

Draw the greatsword from your back, close the distance in one swift move and unleash a flurry of st rikes; as you sheathe the blade, enemies scatter. Can also engulf enemies around the target.

Fade away in a brief, final moment... a fatal sword! Form Nine! Executed!!

↘ Switch — Elusive (shinsutsu kibotsu)

無



Learning Conditions	Main Elena (2) after battle 21
Activation Conditions	In BG1 or higher, press Up or Down on the directional pad
Hit count	1 — Power — 300
Probabilistic Effects	Concentration Drain (100%)

It springs out from under the target, billowing smoke. Its range isn’t very wide, bu t it can also sweep up nearby enemies. Quickly follow up on airborne enemies.

Rokurou, advance!

Laphicet

Rifiset

Rifiset can master all-element Holy Servant Arts and attack enemies from a long distance to target their weaknesses. Use different elements according to the enemy and increase the damage dealt.

Equipable Items

Parts	Types of Equipment
Weapon	Paper Leaf
Unique	Bag
Armor	[1] Male Armor
Ring	M Ring
Boots	□ Boots/Male Boots

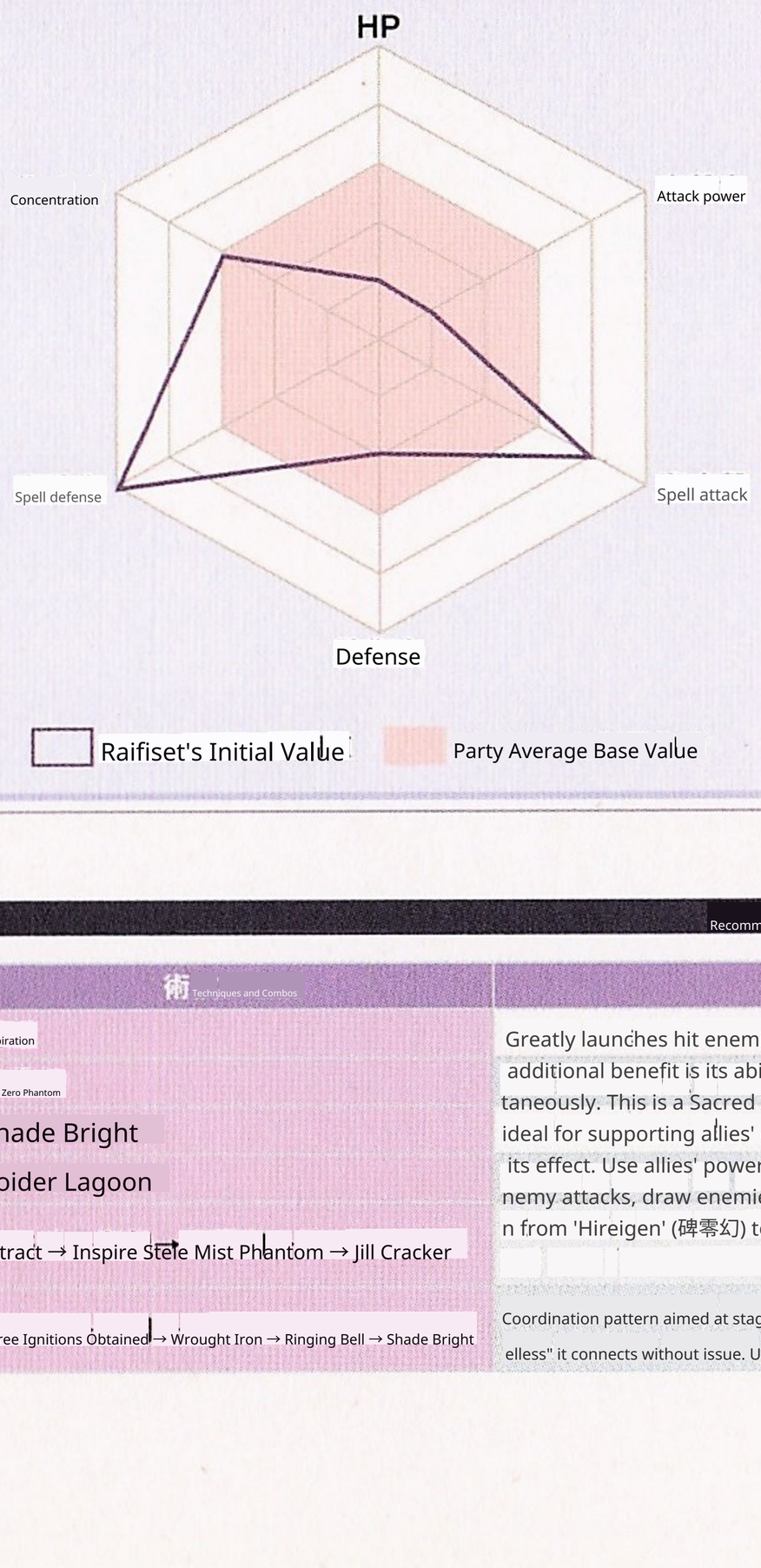
Support allies with Holy Servant Arts of all elements

A rear support character with excellent magical attack and magic defense. Many of the ultimate arts are easy to use; can participate in close combat, but HP and defense are both low, so go easy. Holy Servant Arts can cover all elements by one person, and can support the generation of distant weak-point combos. Also notable are arts that steal enemy abilities, such as “Heated Red,” which steals attack power, and other techniques that steal enemy power.

Ability power increases as the enemy becomes stronger; when an opportunity is detected, seize it immediately with the stealing art. Break Soul exerts its effect over a short period across the entire battle area. When the effect ends, it immediately restores all allies’ HP by 10% with “Divide Pain,” 20% with “Stasis Force,” and 30% with “Soul Distortion.”

Status Data

Title	HP	Attack Power	Art Attack	Defense	Magic Defense	Concentration
Initial Stats	432	28	55	37	64	46
Upgrade Stats	54	1.81	3.17	2.26	3.62	2.72



Title Level-Up Bonus (※)

称号	Attack power	magic attack	Defense	術 Defense	Concentration
Paper Leaf Magician	↑				
Five-Element Mage		↑↑			↓
Aurora Wizard			↓	↓	↑↑↑
Paper Phantom Mage			↑		
Sorcerer		Yes			
Field Keeper	↓				Vegetarian
Ultimate Mage	↓	↑↑↑			↓
Rifise Matcher	↑				
Smash Boy		Shishi			↓
Combo Artist	↓	↓			Devourer
Wake Killer				Yes	
Hyper Jamer		↓	Vegetarian		
Alchemist	↓	↑↑↑			↓
Super Boy	Yes				
Shade Stepper				↑↑	↓
Soul Getter		↓	↓		↑↑↑
Item Bringer	Yes				
Master Arms		↓			Meeting
Enhanced Equipment Mage	Shishi Shishi			↓	↓
Enemy Doctor			Yes		
Forest Boy		↓		Meeting	
Curator of the Equipment Museum			↑↑		↓
Admiral of the Mysterious Sea		↓		↑↑↑	↓

※ Only when you purchase "Level-Up Bonus" at the Grade Shop

Recommended Techniques and Combos

術 Techniques and Combos	Explanation
Inspiration Stele Zero Phantom Shade Bright Voider Lagoon Attract → Inspire Stele Mist Phantom → Jill Cracker	Greatly launches hit enemies into the air. It has a range of about two steps, making it easy to incorporate into combos. An additional benefit is its ability to involve enemies in a wide area in front and launch multiple hit enemies into the air simultaneously. This is a Sacred Arte (聖隷術) available from the start, featuring a long range and a relatively high stun rate. It's ideal for supporting allies' combos from the rear. Although for a short duration, it can restrain multiple enemies caught in its effect. Use allies' powerful artes/skills to follow up with additional attacks. From a position where you won't be hit by enemy attacks, draw enemies in with 'Jakuraishu' (惹来手) and launch them into the air with 'Funki' (奮起). Furthermore, chain from 'Hireigen' (碑零幻) to 'Jill Cracker' to continuously launch enemies into the air and support allies' combos.
Three Ignitions Obtained → Wrought Iron → Ringing Bell → Shade Bright	Coordination pattern aimed at staggering the enemy. The "Third Burn Capture" changes attack direction depending on the button, but with the long-range "Stealless" it connects without issue. Use "Ringing Bell" to close in on enemies that have retreated with a follow-up using "Shade Bright".

Velvet

Rokurou

Rifiset

Issen

Magilou

Eleanor

Tales of Berseria Perfect Guide

Raife-set Title

Paper Leaf Magician
Condition: Raife-set level

1	Lv.1	SG consumption reduction according to the used magic techni que + HP recovery +30 on defeated enemies
2	Lv.40	Attack Power 1.1x
3	Lv.80	Attack Power 1.1x

Five-Element Mage
Condition: Raife-set level

1	Lv.10	SG consumption reduction according to technique usage Magic Attack 1.07x
2	Lv.50	Defense power ×1.1
3	Lv.100	Concentration 1.15x

Aurora Wizard
Condition: Raife-set level

1	Lv.30	SG consumption reduction according to the used magic techniq 術ue + Defense 1.1x
2	Lv.60	Concentration 1.1x
3	Lv.150	術Attack 1.15x

Parchment Illusion Mage
Condition: Number of times the Raife-set's secret art is used

1	250th	Secret Art power 1.2x, Techniques power 0.8x Non-elemental attack power +7%
2	2500 uses	Extend steel body duration according to technique usage;
3	20000 uses	non-elemental attack power +7%

Sorcerer
Condition: Number of uses of Lifiset's Holy Servant Technique

1	100 times	Spell power increased by 1.2x, Awakened art power decreased to 0.8x Cast time of non-attribute Holy Servant Techniques is reduced by 15%
2	1000 times	Extend stagger time according to the spell technique used
3	10000 times	Cast time of non-attribute Holy Servant Techniques is reduced by 10%

Field Keeper
Condition: Number of uses of Raifisette's Break Soul

1	200 times	Power increases according to the ★ of the technique used BG increase when Break Soul is 1.12x; increase
2	1000 times	in probabilistic effects according to the techniq
3	5000 times	ue used; BG increase when Break Soul is 1.12x

Figure: Ultimate Mage
Condition: Number of uses of Raifisette's Secret Techniques

1	30 times	Extend steel body duration according to technique usage Max BG + 1
2	250th	Maximum BG + 1
3	1000回	Using techniques increases the usage count by 2x

H Raifisetter
Condition: Battles where the Raifest set is at the head of the formation

1	25 times	Extend staggering duration according to technique usage 50% reduction of paralysis effect
2	150 times	Extends steel body duration according to the used t
3	500 times	echnique; increases Soul limit by 1

Smash Boy
Condition: Number of enemies defeated with the Raifest set

1	450 HP	Stagger time extension depending on the used technique HP recovered by 50 when defeating enemies
2	2500 HP	Power increases according to technique usage
3	10000体	Techniques damage increases in proportion to the number of consecutive hits

Combo Artist
Condition: Number of times Raifiset defeated enemies that dealt 40 hits or more

1	10 times	Probability Effect Increase According to Used Techniques Damage of techniques increases in proportion to the number of consecutive
2	40th	hits; SG consumption is reduced according to the technique used; P
3	100 times	aralysis effectiveness 1.15x

M Wake Killer
Condition: Number of times Ryffisette triggered a weak link

1	50 times	Probability effects increase according to the techniques used ; when a weak link occurs, refunded SG increases by 10%
2	500 times	; power increases according to the techniques used;
3	5000 times	the initial tier technique adds an untyped hit

Hyper Jamer
Condition: Number of times Ryffisette stunned enemies

1	50 times	Damage reduction during stun +25% Stun duration on enemy increased by 1.1x
2	500 times	Stagger time extension depending on the used technique
3	2500 uses	Damage reduction during stun +25%

Alchemist
Condition: Number of times the Raife-set caused enemies to be afflicted with status ailments

1	7th time	Damage reduction +25% when defending, and 40% reduction of paralysis effect
2	70th Time	Defense: Damage Reduction +25%
3	700 Uses	When the enemy is stunned, Attack Power increases by 30%

Super Boy
Condition: Number of times Raifiset appeared with Switch Blast

1	10 times	When unable to act, BG does not decrease; HP recovers by 5% when substituted; Pow
2	50 times	er increases according to the techniques used
3	200 times	HP recovers by 10% when substituted

Shade Stepper
Condition: Number of enemy attacks avoided during Raifiset's Around Step

1	30 times	Knockback duration lengthens according to the techniques used; During substituti on appearance, invincibility time increases by 2 seconds
2	400 times	Steel body time extension depending on the technique used
3	4000 times	; invincibility time +3 seconds when switching in

Soul Getter
Condition: Number of times Raifiset steals souls from enemies

1	300 times	Extend stagger time according to the spell technique used When substituted in, prevents status ailments for 10 seconds
2	2500 uses	Reduce SG consumption according to the spell technique used
3	7777回	When substituted in, prevents status ailments for 20 seconds

Item Bringer
Condition: Number of item drops from enemies defeated by Lifiset

1	30 items	SG consumption reduced according to the spell technique used Drop rate of equipment from defeated enemies increased by 1.2x
2	200 units	Increase stagger time according to the used technique and ma
3	700 pieces	gic; 1.2x drop rate for defeated enemies' equipment

Master Arms
Condition: Number of Master Skills learned for Raifisette

1	20 pieces	Extend steel body duration according to the techniq ues used; Master Skill acquisition speed +14%;
2	50個	power increases according to the techniques
3	100個	used; initial Soul +1

Enhanced Equipment Technique Master
Condition: Total enhancement count of equipped items for Raifisette

1	10 times	Consumption SG reduction according to the used technique; Master Skill learning speed +10%
2	30 times	Steel body duration increases according to the spell technique usage
3	45 uses	Master skill acquisition speed +14%

Enemy Doctor
Condition: Number of enemy types defeated

1	30 Types	SG consumption reduction depending on used magical techniques Against "Undead" Performance +8%
2	100 Types	Attack Power 1.1x
3	200 Types	Against "Undead" Performance +10%

Forest Boy
Condition: Number of discovered consumable/material item types

1	20 kinds	Power increases according to technique usage Against "Demon" Performance +10%
2	45 kinds	Magic attack 1.15x
3	100 Types	Against "Demon" Performance +10%

Curator of the Equipment Museum
Condition: Number of discovered equipment types

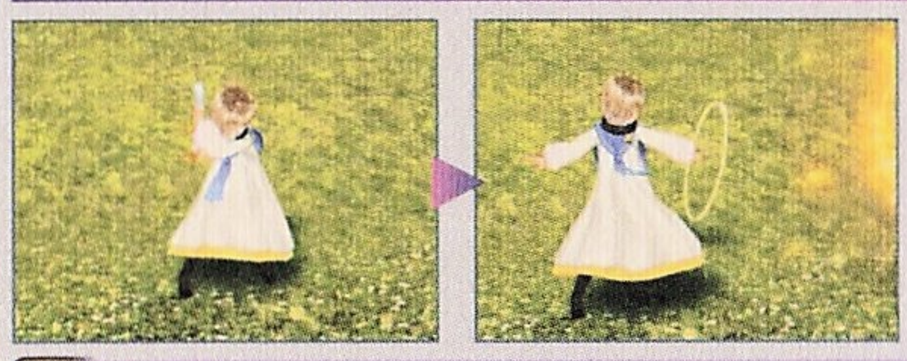
1	40 kinds	Stagger time extension depending on the used technique Against "Shell" Performance +10%
2	100 Types	Magic Defense 1.15x
3	250 types	Against "Shell" Performance +10%

Admiral of the Mysterious Sea
Condition: Number of times exploring the Sea of Reaches

1	20 times	Duration of steel skin extends according to the technique used Performance against "Winged" +10%
2	60 times	Stun effectiveness 1.15x
3	180 times	Against "Winged" performance +12%

√ Ougi — Mukō Steel (Mukai)

無



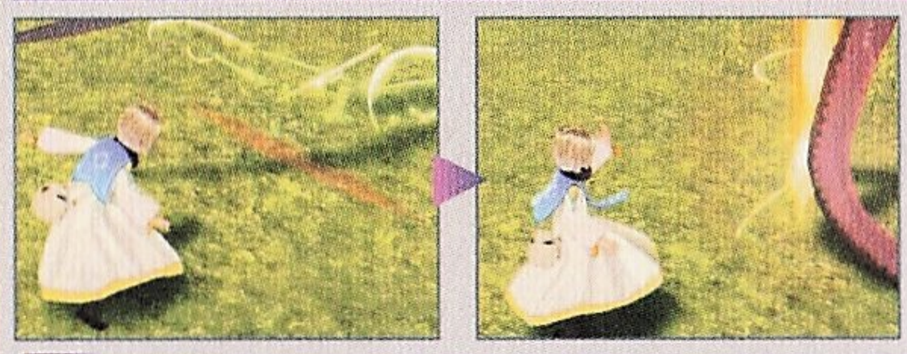
Learning conditions	Inborn Skill: Motiva		
Derived technique	tion		
SG consumption	5	Casting time	—
Number of hits	1	Power	100
Probability effect	Stun (58)		

A sheet of spirit power projected with a papery texture, thrown at a distance approximately one step awa y. Since the trajectory heads toward the ground ahead, it is hard to hit enemies flying in the air.

Take that!

√ Ougi — Three Winds (Mitsukaze)

Wind



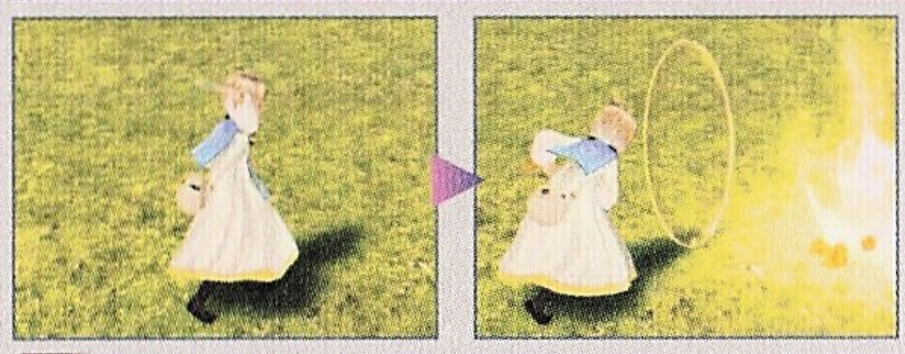
Acquisition conditions	Learned from the start		
Derived technique	Hongxiangcheng (A), Canranhuo (■、●) Power-Up (X)		
SG cost	7	Casting time	—
Hit count	1	Power	130
Probability effect	HP Drain (19.2%)		

Throw three sheets of paper to summon a hurricane of kamaitachi. The △ button causes kamaitachi to a ppear vertically in front, and the ✕ other button causes them to appear to the left and right.

Taah!

√ Secret Art — Power-Up (Funki)

Ground Shell



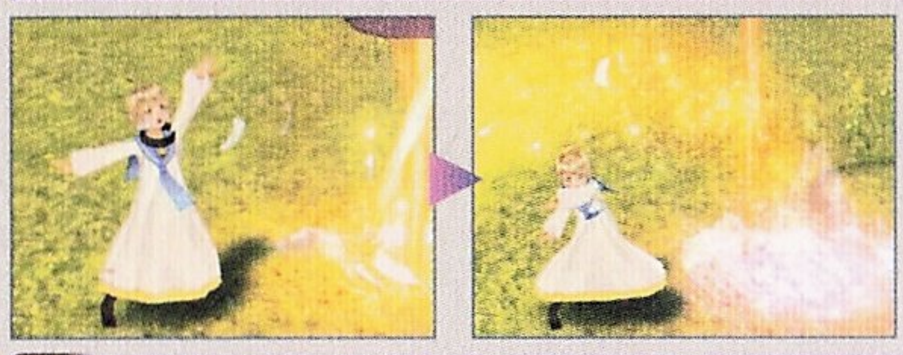
Acquisition Conditions	Innately Learned		
Derived Technique	Shimomori		
SG Cost	9	Casting time	—
Hit Count	2	Power	140
Probability Effect	Stun (72)		

A sheet of spiritual power sealed paper is tossed forward and explodes when i t lands on the ground. It can slightly lift enemies and pull them in.

Let's go!

√ Secret Art — Rainbow Bloom (Nijigasuumi)

⑥ Water Wings



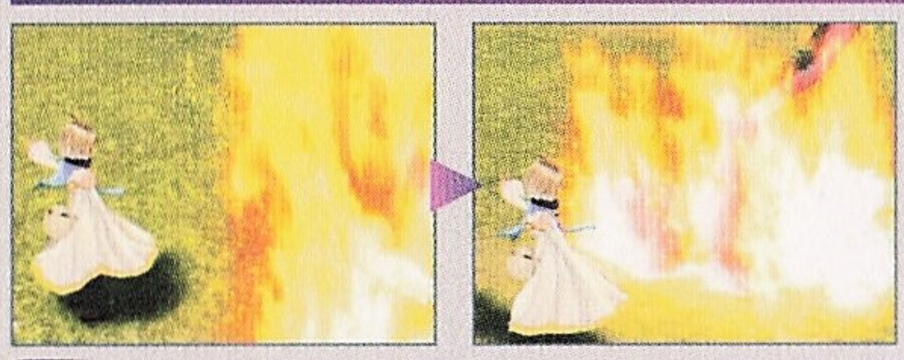
Acquisition conditions	Lv.11		
Derived technique	Attract		
SG cost	11	Casting time	—
Hit count	2	Power	180
Probabilistic Effects	SG Recovery (12%)		

As the movement of the hands looking up at the sky, paper leaves flutter, and a rainbow wrapped in spiritual power blo oms from in front of the user to behind. It can also be used to repel enemies approaching from the rear.

虹香澄！

√ Secret Art — Samoen (Samoe)

Fire



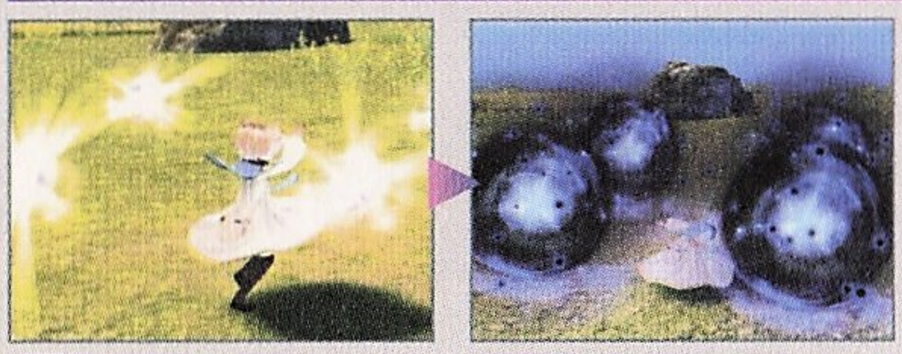
Learning conditions	Lv.15		
Derived technique	Stele Zero Phantom		
SG consumption	13	Casting time	—
Number of hits	2	Power	240
Probabilistic Effects	Stan (72)		

Burn the paper leaves that fluttered to the front to blow away enemies. The attack direction changes with t he button, and enemies are blown to the left with the ■ or button, or to the right with the O or button.

Samoen!

√ Secret Art — Yomi (Four Darkness)

[No Undead]



Learning conditions	Known from the start: Ice F		
Derived technique	lames		
SG consumption	14	Casting time	—
Number of hits	2	Power	250
Probability effect	Stun (7.5%)		

Explodes sheets of paper that are blown forward, backward, left, and right from the user. Can attack the surrounding area as a whole.

Since that is the case, when surrounded by enemies, use this as the starting point for a coordinated escape.

舞い散れ！

Hikute (Grab hand)

√ Secret Art

Mountain Wind 獣人

Acquisition conditions	Lv.22		
Derived technique	Resonant Bell		
SG cost	18	Casting time	—
Hit count	3	Power	270
Probability effect	Stun (90)		

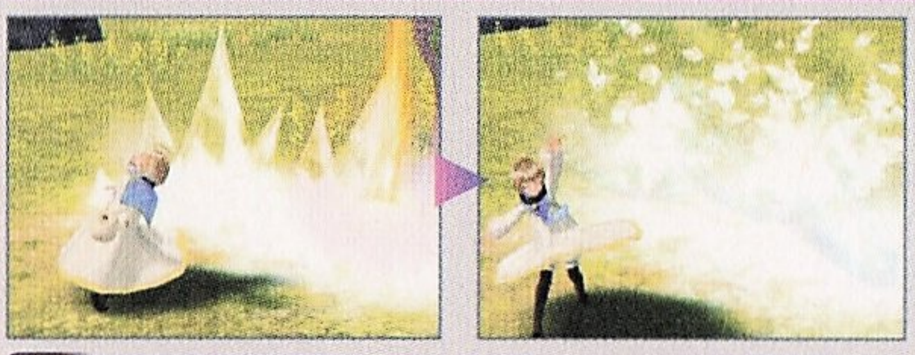
Stepping forward, I scatter a paper leaf infused with spiritual power, drawing enemies in with the created gravitation. The range is about 1.5 steps, making it easy to attack from a distance.

Come on!

Hireigen (Hireigen)

√ Secret Art

Earth ⑥ Water 3 Demons



Acquisition conditions	Lv.26		
Derived technique	月黄泉		
SG cost	21	Casting time	—
Hit count	3	Power	280
Probability effect	Stun (90)		

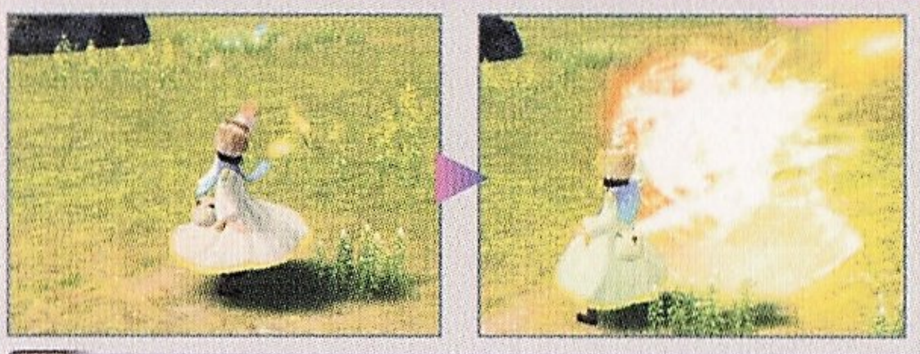
Scatter cooling paper leaves forward, creating a fan-shaped area of ice pillars. As the ice shatters, enemies are sharply lifted and blown slightly backward.

碑零幻！

Ice Flame (Himura)

√ Secret Art

火 水 獣



Learning Condition ®	Learned from the start		
Derived Technique	Shade Bright		
SG Cost	10	Casting time	—
Hit count	1	Power	240
Probability effect	HP Absorption (36%)		

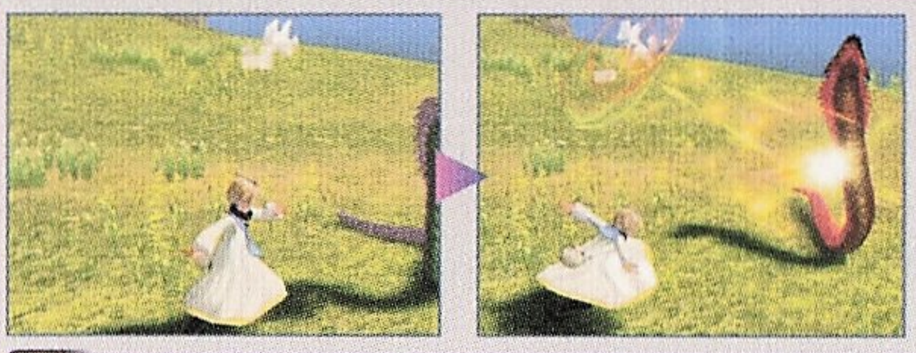
Throw a paper leaf imbued with heat and cold, and the resulting steam lifts enemies. It tak es a moment for the effect to appear, so it should be used integrated with combos.

Chill it and burn it!

Linked Bell (Tsuranari)

Discipline: Secret Art

Fire Wind Beast Man



Learning conditions	Lv.30		
Derived technique	Jillcracker		
SG consumption	24	Casting time	—
Number of hits	6	Power	340
Probability effect	Stun (108)		

Hurling paper talismans above the head and hardening them into numerous paper confetti to attack ahead. Step 2

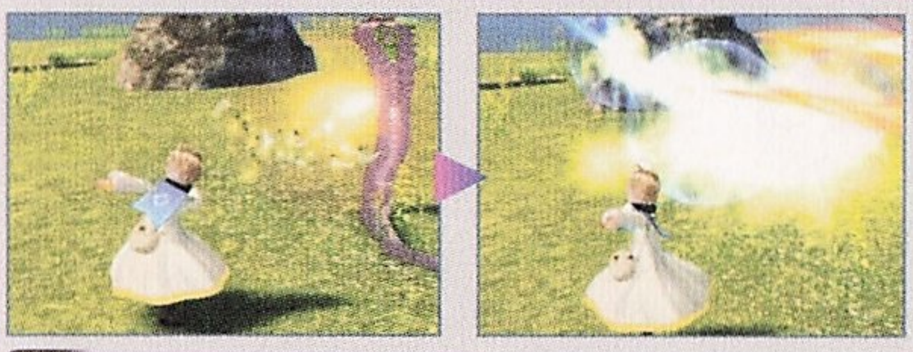
Although you stay about one distance away, it can reach; however, close range tends to hit multiple times.

Ringing!

Tsukuyomi (Moon of the Underworld)

√ Secret技

無 The Undead



Learning conditions	Lv.38		
Derived technique	Heat Red		
SG consumption	28	Casting time	—
Number of hits	6	Power	360
[Probabilistic Effect	Attack Power Reduction (36%), Stun (45)		

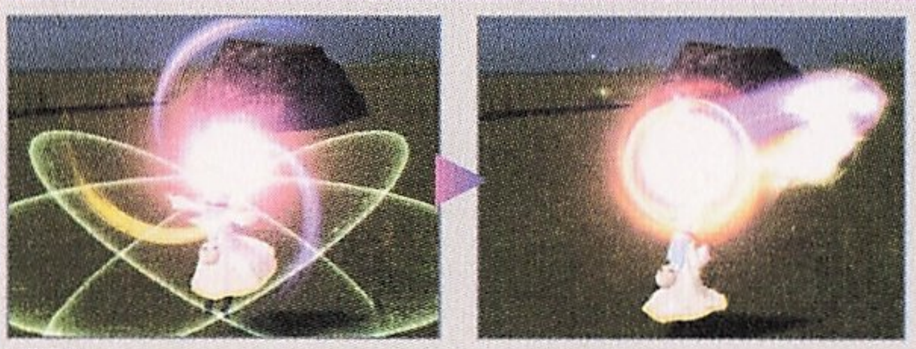
Emit auroras over a wide area to attack. The range is about the length of one step, an d it greatly lifts enemies upward, making it suitable for supporting combinations.

月黄泉！

Shade Bright

圣隸术

No Name Demon



Learning conditions	Learned from the start		
Derived technique	 Kaleidos Ignite		
SG consumption	16<br	Casting time	1.43 seconds
Number of hits	>2	Power	250
Probability effect	Stun (100)		

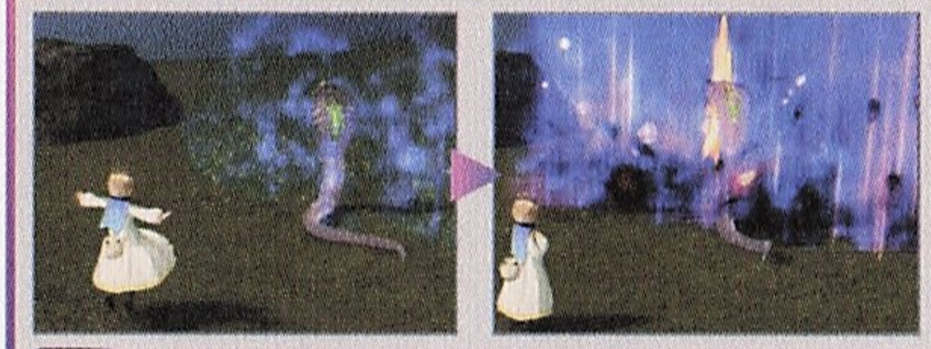
Fires light and dark projectiles straight ahead. If you are near the center of the combat area, there is a range that co vers the entire area, and because the projectiles travel fast, they are easy to hit even from a distance.

White and black混合! Shade Bright!

Jillcracker

Sacred Subjugation Art ®

▲ Ground C Wind 2 Legless



Learning conditions	Lv.13		
Derived technique	Void Lagoon		
SG consumption	18	Casting time	1.5 seconds
Number of hits	3	Power	310
Probability effect	HP Absorption (32%)		

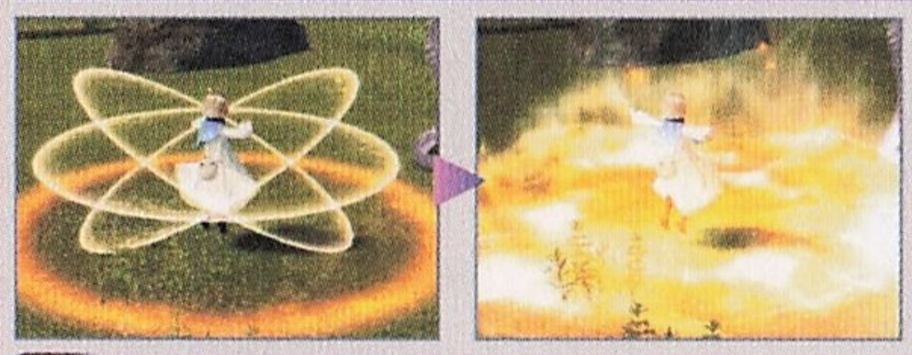
Create a gravitational field with a ground fissure at the target's feet to p ull them in. Attack range is about one step around the target.

Heavy Crushing! Gigacracker!

Heat Red

Sacred Slavery Technique

OO Ro Armor



Acquisition conditions	Lv.17		
Derived technique	Saint Bubble		
SG cost	20	Casting time	1 second
Hit count	1	Power	360
Probability effect	Attack Power Steal (100%), Stun (45)		

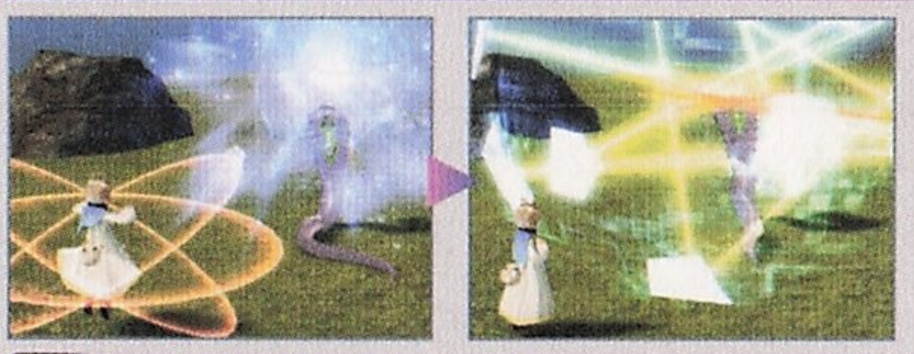
Spread steam within a range centered on oneself. The range is quite short, but the casting time is also s hort, making it easy to incorporate into combos. It has a probabilistic effect of stealing attack power.

Burning Tremble! Heat Red!

Kaleidos Ignis

Sacred Slavery Technique

Untamed Beastman



Learning conditions	Lv.19		
Derived technique	Saint Bubble		
SG consumption	28	Casting time	2.67 seconds
Number of hits	6	Power	490
Probability effect	Magic Attack Steal (100%), Stun (60)		

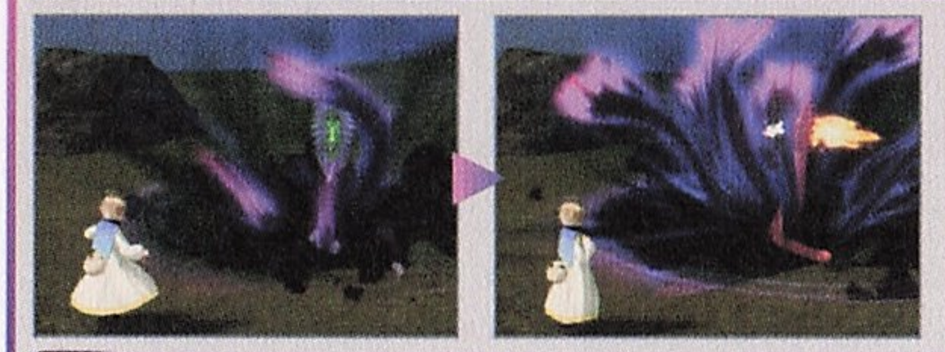
Scatter mirror fragments around the target and refract scorching rays in all directions. Since enemies do not move, this can be used to support teammates in combos.

Mirror Shine Hot Flash, Pull Kaleidos Ignis!

Voider Lagoon

Sacred Slavery Technique

Plain Shell



Learning conditions	Lv.24		
Derived technique	Darkness Fang		
SG consumption	30	Casting time	3.17 seconds
Number of hits	5	Power	450
Probability effect	Defense Evade (100%), Stun (60)		

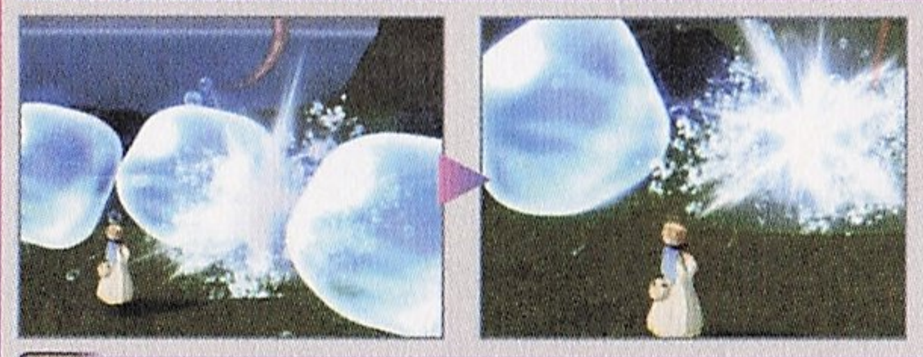
Create a pool of pitch-black mud in a radius around the target and pull enemies toward the cente r. If surrounding enemies are swept up, they can be restrained together at one point.

Capture the pitch-black vortex slime! Void Lagoon!

Saint Bubble

2 "Sacred Servitude Technique"

No. 6 Water Demon



Acquisition Conditions	Lv.32		
Derived Technique	Insubstantial		
消費SG	32	Casting time	2.33 seconds
Hit Count	4	Power	560
Probabilistic Effects	Spell Defense Evade (100%), Stun (60)		

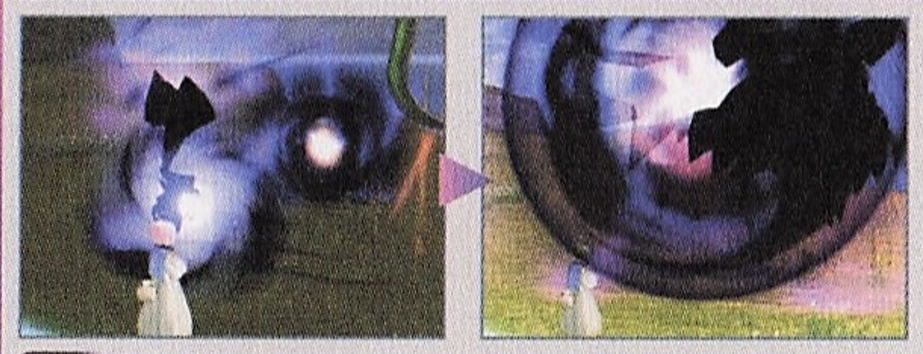
In front of you, a huge bubble forms. The bubble will burst when an enemy touches it or appr oximately 7 seconds after it appears. When a new bubble appears, the old one disappears.

Seal the Sacred Bubbles and unleash the Ghoulish Explosion! Saint Bubble!

Darkness Fang

Sacred Slavery Technique

Calm Wind, winds



Learning conditions	Lv.40		
Derived technique	Divine Saber		
SG consumption	34	Casting time	3.17 seconds
Number of hits	6	Power	680
Probability effect	Concentration Theft (100%), Stun (60)		

The target is assaulted by black fangs one after another, and a massive beast-shaped aura gnaws at them. It can also extend to enemies within roughly one step of the target.

Claws and fangs chain together;乱乱裂傷? Darkness Fang!

Divine Saber

圣隸术 | 無 | The Undead

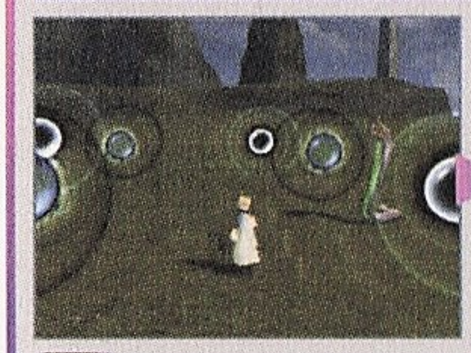
Acquisition conditions	Lv.50		
Derived technique	—		
SG cost	44	Casting time	5.5 seconds
Hit count	8	Power	1010
Probabilistic Effects	MaHE (13%)		

雷 strikes in sequence within a radius roughly the size of one Step around the target, and a gigantic lightning bolt pierces through the center. The final lightning strike has the effect of lifting the enemy into the air.

Overcoming with willpower! Here comes Divine Saber!

Insubstantial

Sacred Slavery Technique | 無



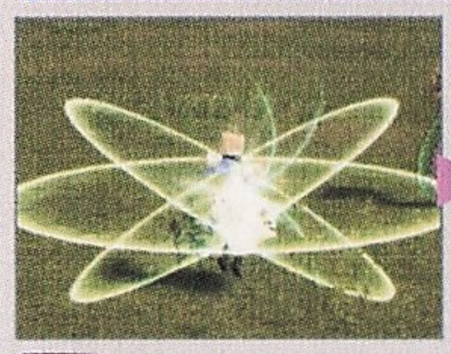
Acquisition conditions	Lv.56		
Derived technique	Dispel Cure		
SG cost	52	Casting time	4.5 seconds
Hit count	2	Power	1250
Probability effect	SG recovery (25%)		

Around the user, twelve Spiritual Power spheres are generated, which detonate immediately. If used at the center of the combat area, almost all enemies can be swept up.

Gathering elements, may the万象 be ended! Insubstantial!

First Aid

HP Recovery | None



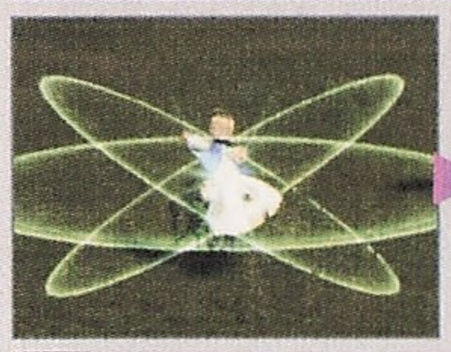
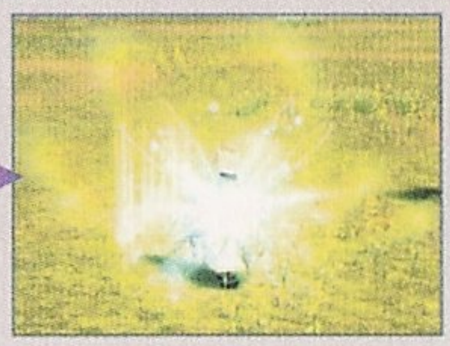
Acquisition conditions	Learned from the start		
Derived technique	Dispel Cure		
SG cost	26	Casting time	2.5 seconds
Hit count	1	Power	180
Probability effect	HP Recovery (100%)		

Restores one ally's HP. Although the amount recovered isn't large, it has excellent SG cost and casting time, making it a valuable recovery tool from early to late game.

Healing! First Aid!

Dispel Cure

Recovery | 無

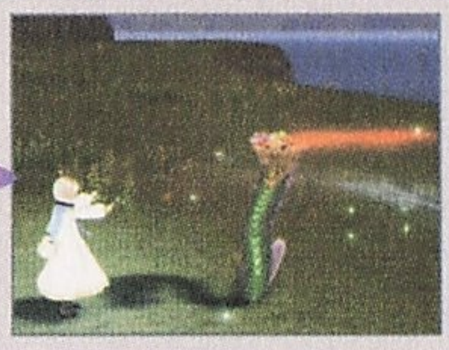
Learning conditions	Lv.44		
Derived technique	Divine Saber		
SG consumption	56	Casting time	5.5 seconds
Number of hits	1	Power	500
Probability effect	HP Recovery (100%), Status Ailment Remove (100%)		

Restores one ally's HP and removes all status ailments. This is the only technique that can remove all types of status ailments, allowing use in any situation.

万難排し祝福奉じよ! Dispel Cure!

Break Divide Pain

無



Learning Conditions	Learned from the start		
Activation Conditions	With Soul 3 or higher, [illegible]ng-[illegible]ess the R2 button		
Hit count	1	Power	100
Probability effect	HP 5% recovery (100%), BG 25 recovery (100%)		

For 5 seconds, deploy a field across the entire combat area that halves the damage dealt to allies. When fighting strong enemies, time its use carefully.

I will protect!!

Break Stasis Force

無

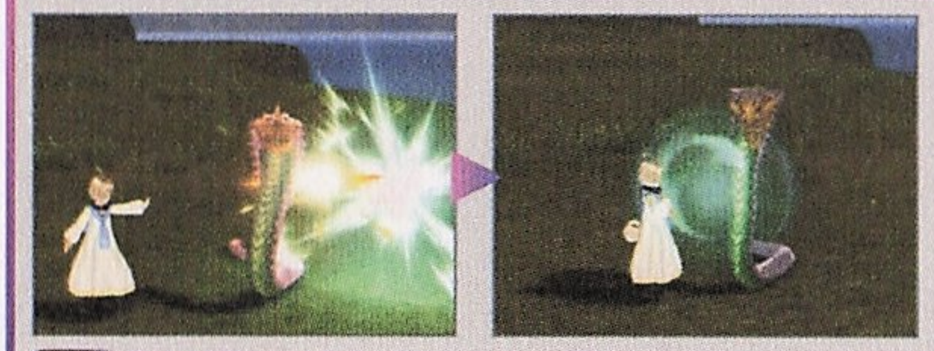
Learning Conditions	Lv.28		
Activation Conditions	With Soul 3 or higher and while "Divide Pain" is active, press and hold the R2 button		
Hit Count / P	1	Power	200
robability Effect	HP 5% recovery (100%), BG 25 recovery (100%)		

For 4 seconds, increase the stagger time of all enemies by 0.5 seconds. The activation condition is Break

If activated just before the effects of Lake Soul wear off, there is no waste.

We won't go easy on you!!

5 Break Soul Distortion

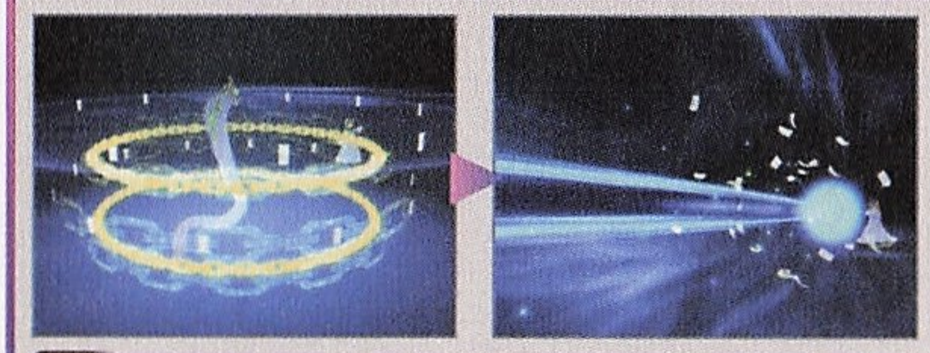


Learning Conditions	After defeating the illegal vessel at Lv.60 with the Eight-Head Dragon Kanonushi
Activation Conditions	When Soul is 3 or higher and “Stasis Force” is active, hold the R2 button
Hit count	1
Power	400
[Probabilistic Effect	HP 5% recovery (100%), BG 25 recovery (100%)

For 3 seconds, allies' souls will not be lost. The activation time is short, but it makes Break Soul easier to use, so activate when allies' souls are 3 or higher.

Soul Distortion!

Secret Techniques Bind Order

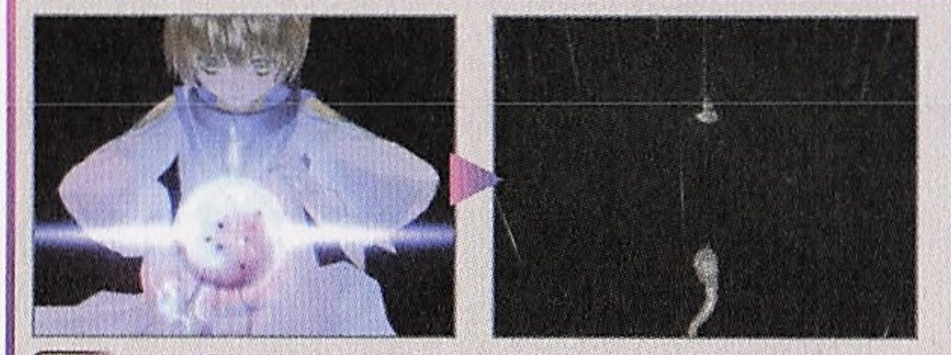


Learning Conditions	At Lv.12 and with Eleanor joining at max in 26, when BG3 or higher is in combo, hold L2
Activation Conditions	
Hit count	2
Power	2340
Probability effect	—

Conjures a ring of spiritual power to restrain the enemy, then pierces the target with the gathered spiritual energy on the paper leaf in hand. The effect area is centered on the target, and only the final strike expands the range forward.

Bring order to those who hate us! Bind Order!!

Secret and Righteousness Chaos Bloom

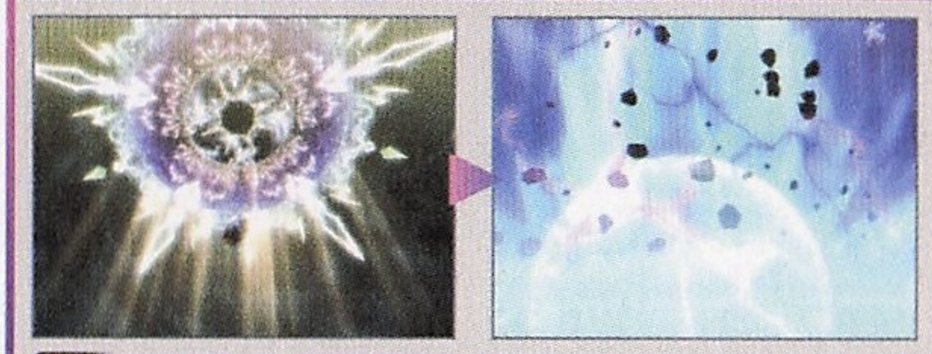


Learning Conditions	Lv.35
Activation Conditions	In BG4 or higher, after 8 or more combos, hold L2 for a long press to unleash P
Hit count	4
Power	4272
Probability effect	—

Mixing pure white and jet-black spiritual power, it engulfs enemies in the resulting shockwave. Targets within a distance roughly equal to two steps from the center are swept in.

Good white! Evil black! Blend and vanish! Chaos Bloom!!

Secret Techniques Indignation

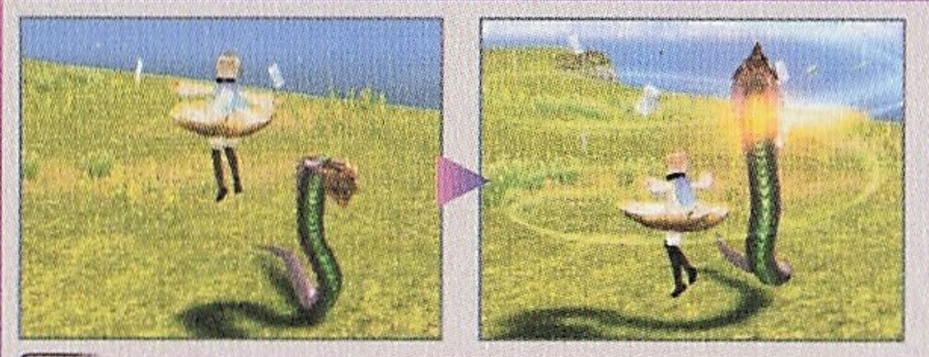


Learning Conditions	Level 61 or higher and having learned "Soul Distortion"
Activation Conditions	In BG5 or higher, while "Soul Distortion" is active, hold L2 to cast
Hit count	1
Power	7000
Probability effect	—

Summons a giant bolt of lightning from a magic circle created in the sky above. The area of effect is quite large.

Where the daylight fully fills the world, I am present! Where the gates to the underworld open, you are there! Rise up! God’s lightning! This is the end! Indignation!!

Explain Sheets Twister



Learning Conditions	Main Eleanor (2) after the battle
Activation Conditions	BG1 and above: Up or Down on the directional pad
Hit count	3
Power	300
Probability effect	Stan (250)

Descends from above the target while wrapped in paper leaves, hitting enemies and blowing them away. The stun rate is extremely high, so once stun is confirmed, I want to immediately follow up with another attack.

I’ll do my best!

Eizen

Issen

Aizen delivers rapid consecutive strikes in close combat, and dep
ending on the situation, can also provide support from a distanc
e. Assess the circumstances and fulfill any roles that are lacking.

Equipable Items

Body Part	Types of Equipment
Weapons	Glove Armament
Intrinsic	Pendant
Armor	[1] Male Armor
Rings	Rings
Boots	Battle Boots / Male Boots

All-rounder for both ranged and melee

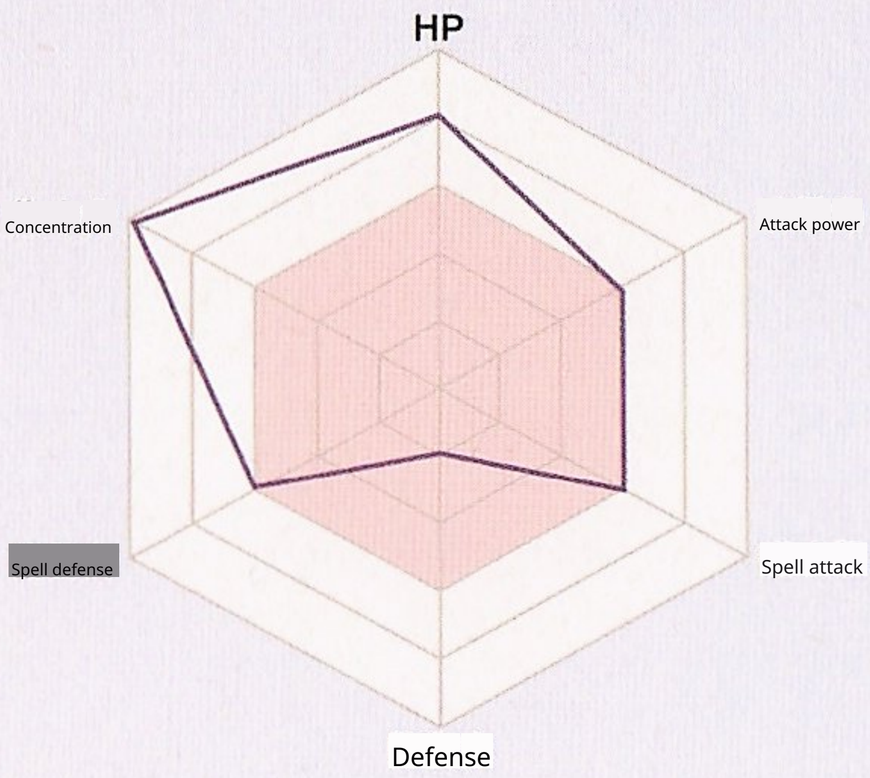
HP is relatively high, and both attack power and magical at
tack rise smoothly, but defense is the lowest among all chara
cters. Use enhancements such as “Quickness” which increase
s movement speed, and “Mirage Veil” which nullifies attack sp
ells to avoid being hit. Many of the skills released from fists h
ave quick activation, and although their reach is short, they c
an unleash a series of rapid attacks with little downtime. Holy
slavery techniques center on wind or earth attributes.

To leverage skill chaining bonuses, frequently us
e wide-area holy slave techniques such as “Visag
egate” and “Grand Quick” whose SG consumptio
n is high to press the offense. Break Soul cannot
be activated unless the enemy is not stunned or
downed, but both have high power. By chaining
skills with high stun rate or with a downing effec
t, you can increase activation opportunities.

Velvet
Rokurou
Rifiset
Issen
Magilou
Eleanor

Status Data

Title	HP	[Attack Power, Magical Attack, Defense, Magical Defense, Concentration]				
Initial Stats	512	46	46	28	46	64
Upgrade Stats	64	2.48	2.48	1.65	2.48	3.31



Title Level-Up Bonus (*)

Title	Attack Power	Magical Attack, Defense, Magical Defense	Concentration
空拳士	ion		
Geomancer		Meeting	↓
Absolute Void Fist Sage	↓		↓ ↑↑↑
スクリューパンチャー			↑
Wanderer		↑	
Dragonar	↓	Meeting	
Dead End	↑↑↑	↓	↓
Aizenar			↑
Smash Guy	Meeting		↓
Combo Artist	↓	↓	↑↑↑
Wake Killer		↑	
Hyper Jumper		Meeting	↓
Torturer		↓	↓ ↑↑↑
Supra Outlaw			Yes
Shade Stepper		↓	Meeting
Soul Striker	↑↑↑	↓	↓
Equipment Plunderer			Yes
Master Arms		Meeting	↓
Enhanced Equipment Warrior	Shishi Shishi	↓	↓
Beautiful Warrior			↑
In the meantime, a true instant-killer	↓	Meeting	
The Strong			Meeting ↓
Eternal Wanderer		↓	↓ ↑↑↑

※Graded Shop purchases of "Level-Up Bonus" trigger this only

Recommended Techniques and Combos

Techniques and Combos	Explanation
Skyscraper Death Rattle Bijugate Quickness	With an Upper attack, enemies are lifted high, making it easier to chain any subsequent skills; a mong Aisen's special abilities, it has the longest range and can blow enemies backward, makin g it useful as a finisher for combos; when used near the center of the battle area, wind blades s weep across the entire zone, pulling in and damaging many enemies; although HP recovery isn ’t very large, the movement speed increase is a major benefit
Execute → Last Stand → Skyscraper → Swindler	“Execute” can stun enemies by lifting them o e bound to a button. Combine “Last Stand” and “Skyscraper” to keep foes susp ended and then chain into “Swindler.” If enemies are stunned or knocked down, you can also trigger Break Soul
Split Step → Tempo → Wuxing (No Obstruction) → Intimidation	From a distance, quickly close the gap with “Split Step,” knock enemies away with “No Obstruction,” and then pull them in with “Intimidation.” W hen you need to retreat from enemies, switch “Intimidation” to an encore such as “Death Rattle” to continue the pursuit

④Fist Warrior

Condition: Aizen's Level

1	Lv.1	SG consumption reduction according to the used magic techniqu e + HP recovery +30 on defeated enemies
2	Lv.40	Concentration 1.1x
3	Lv.80	Attack Power 1.1x

④Earthwind Mage

Condition: Aizen's Level

1	Lv.10	SG consumption reduction depending on used magical techniques Spell Attack 1.07x
2	Lv.50	Spell Defense 1.1x
3	Lv.100	Defense 1.15x

Absolute Void Fist Sage

Condition: Aizen's Level

1	Lv.30	SG consumption reduced according to the ★ of the used magic技 Concentration 1.1x
2	Lv.60	Defense power ×1.1
3	Lv.150	Magic Defense 1.15x

Diagram Screw Puncher

Condition: Number of times Eizen uses special techniques

1	500 times	Skill power 1.2x, P街wer 0.8x Earth attribute attack power +7%
2	5000 times	Consumption SG reduction according
3	40000 times	to the technique used

Wanderer

Condition: Number of uses of the Aizen Holy Subjugation

1	100 times	Magic power 1.2x, Skill power 0.8x Earth attribute Holy Subjugation casting time reduced by 15% /
2	1000 times	Wind attribute Holy Subjugation casting time reduced by 15%
3	10000 times	/ Knockback duration extended according to the technique used

Dragonar

Condition: Number of uses of the Break Soul by Aizen

1	200 times	Power increases according to technique usage BG increase when Break Soul is 1.12 times; Probabili
2	1000 times	ty effect increases according to the★ of the used te
3	5000 times	chniques; BG increase when Break Soul is 1.12 times

Figure Dead End

Condition: Number of uses of Aizen's secret techniques

1	30 times	Extend steel body duration according to technique usage Max BG + 1
2	250th	Maximum BG + 1
3	1000 times	Using techniques increases the usage count by 2x

Figure Aizenar

Condition: Battles where Aizen is placed at the front of the formation

1	25 times	Stagger duration is extended according to the use of spell skills Reduces slow effects by 40%
2	150 times	Extends guard time according to the ★ of the used Tec
3	500 times	hnique/Spell; increases Soul limit by 1

Smash Guy

Condition: Number of enemy defeats by Eisern

1	450 HP	Stagger time extension depending on the used technique HP recovered by 50 when defeating enemies
2	2500 HP	Power increases according to technique usage
3	10000体	Techniques damage increases in proportion to the number of consecutive hits

Combo Artist

Condition: Number of times Eisern defeated enemies that were hit 40 or more times

1	10 times	Probability Effect Increase According to Used Techniques Techniques damage increases in proportion to the number of consecutive hits
2	40th	Consume SG reduction according to the techniques used; fat
3	100 times	igue performance 1.15 times

Wake Killer

Condition: Number of times Eisern triggered a vulnerability combo

1	50 times	Probability effects increase according to the technique used. When exploiting a weakness synergy, recovery SG increases by 10%.
2	500 times	Power increases according to the technique used.
3	5000 times	The first-tier technique adds Earth element hits.

Hyper Jamer

Condition: Number of times Eisen stuns the enemy

1	50 times	Damage reduction during stun +25% Stun duration on enemy increased by 1.1x
2	500 times	Stagger time extension depending on the used technique
3	2500 uses	Damage reduction during stun +25%

Infliction List

Condition: Number of times Aizen inflicted status effects on enemies

1	10 times	Damage reduction when defending +25% Fatigue reduction by 40%
2	100 times	Defense: Damage Reduction +25%
3	1000回	When staggering enemies, Defense increases +30%

Supra Outlaw

Condition: Number of times Aizen appeared with Switch Blast

1	10 times	When unable to fight, BG does not decrease HP recovers by 5% when appearing as a substitute
2	50 times	Power increases according to the magic technique used;
3	200 times	HP recovers by 10% when appearing as a substitute

Shade Stepper

Condition: Number of attacks dodged during Eizen's Around Step

1	30 times	Stagger time extension depending on the used technique Invincibility time +2 seconds when switching in
2	400 times	Steel body time extension depending on the technique used
3	4000 times	; invincibility time +3 seconds when switching in

Soul Striker

Condition: Number of times Eizen stole souls from enemies

1	300 times	Extend stun duration based on the usage of techniques Prevent 10 seconds of status ailments when appearing after substitution
2	2500 uses	SG consumption reduction according t
3	7777 times	o the executed technique

Equipment Raider

Condition: Number of item drops from enemies defeated by Aizen

1	30 items	Consumption SG reduction according to the technique us ed / Enemy equipment drop rate increased by 1.2x / K
2	200 units	nockback duration extended according to the technique used /
3	700 pieces	Enemy equipment drop rate increased by 1.2x

Master Arms

Condition: Number of Master Skill Learned by Aizen

1	20 pieces	Extend steel body duration according to the techniq ues used; Master Skill acquisition speed +14%;
2	50個	power increases according to the techniques
3	100個	used; initial Soul +1

④ Enhanced Equipment Warrior

Condition: Total enhancement count of items equipped by Aizen

1	10 times	SG consumption reduction according to the technique used Master Skill acquisition speed +10%
2	30 times	Stagger duration extended according to the technique used
3	45 uses	Master Skill acquisition speed +14%

Beautiful Warrior

Condition: Cumulative GRADE obtained

1	300	SG consumption reduction depending on used magical techniques "Against Dragons" Performance +8%
2	3000	Concentration 1.1x
3	10000	"Against Dragons" Performance +10%

In the meantime, a true instant-killer

Condition: Number of times "Win within ○ seconds" was achieved at the end of battles

1	100 times	Power increases according to technique usage "Against Carapace" Performance +10%
2	400 times	Defense 1.15x
3	1000回	"Against Carapace" Performance +10%

The Strong

Condition: Number of Type A vigilance demons defeated

1	2 entities	Stagger time extension depending on the used technique "Against Amorphous" Performance +10%
2	10体	術Attack x1.15
3	31体	「Against 'Shapeless' Performance +10%」

Eternal Wanderer

Condition: Number of Wandering Enemy Defeats

1	1 Body	Duration of steel skin extends according to the technique used 「Against」 Beastmen Performance +10%
2	10 bodies	Sluggishness performance 1.15x
3	50体	Against "Beastmen" performance +12%

Velvet

Rokurou

Rifiset

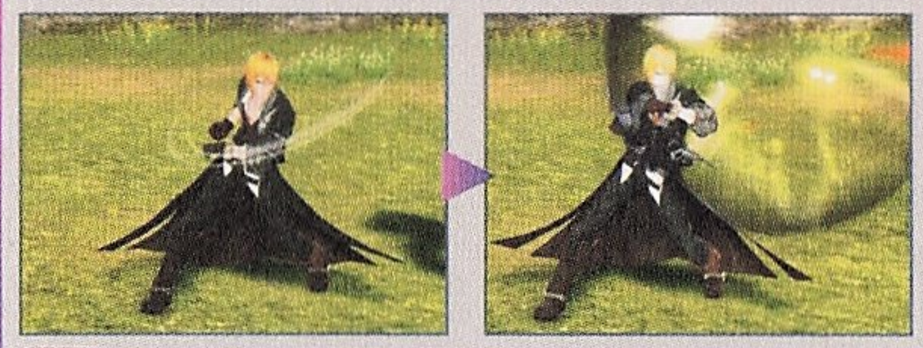
Issen

Magilou

"Eleanor

↘ Special Skill — Fate (Koinou?)

無



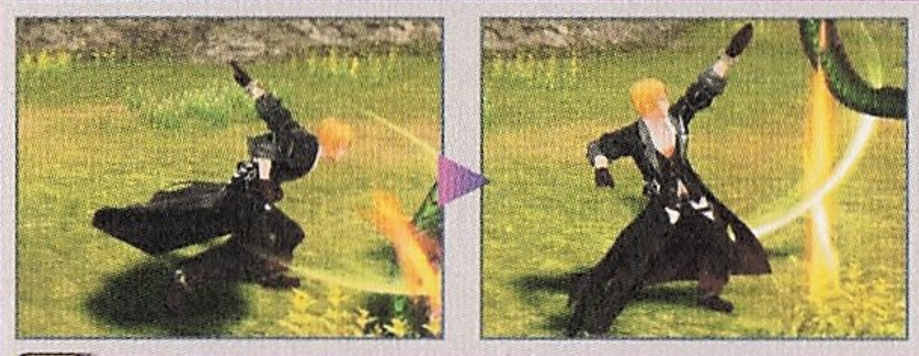
Learning conditions	Innately learned from the start		
Derived technique	At the moment		
SG consumption	5	Casting time	—
Number of hits	1	Power	100
Probability effect	Stun (48)		

With the left arm, quickly sweep the space in front and generate a shockwave. The effect range is narrow; if the enemy does not touch the produced shockwave, no damage is dealt.

Hey!

Technical Skill — Execution (Criminal)

風 竜



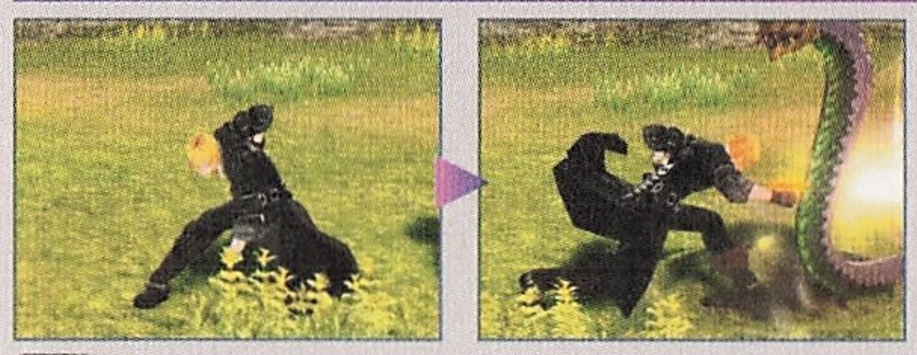
Acquisition conditions	Learned from the start		
Derived technique	土壇場 (1) 冬木立 ( )、 Rhythm (X)		
SG cost	6	Chanting time	—
Hit count	1	Power	115
Probability effect	Concentration decreases (16%), Stun (25)		

Launch a rapid knife hand to generate a vacuum wave. The attack direction can be changed with a button, or the button will knock up the opponent, or the button will sweep left and right.

Hisshutsu!

Technical Skill — Rhythm (Dandist)

Ground



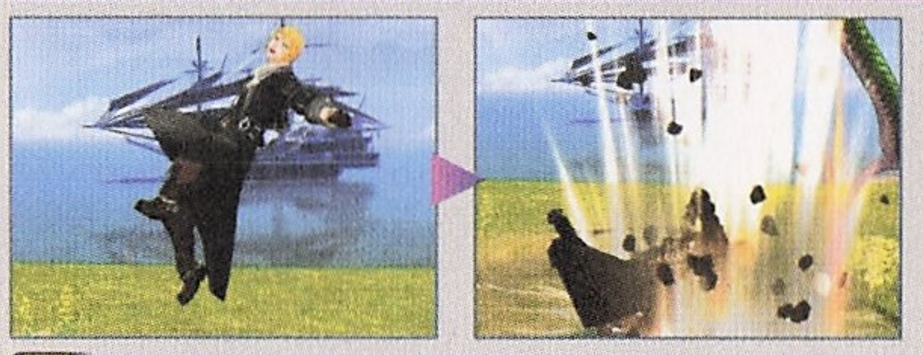
Learning conditions	Learned from the start		
Derived technique	No hindrance		
SG consumption	8	Casting time	—
Number of hits	1	Power	175
Probability effect	SG Recovery (10%)		

Step in vigorously and unleash a straight punch, projecting a compressed shockwave toward the front. The shockwave reaches a distance roughly equal to two steps.

Here we go!

Technical Skill — Dotanjo (Ditch)

Land Shell



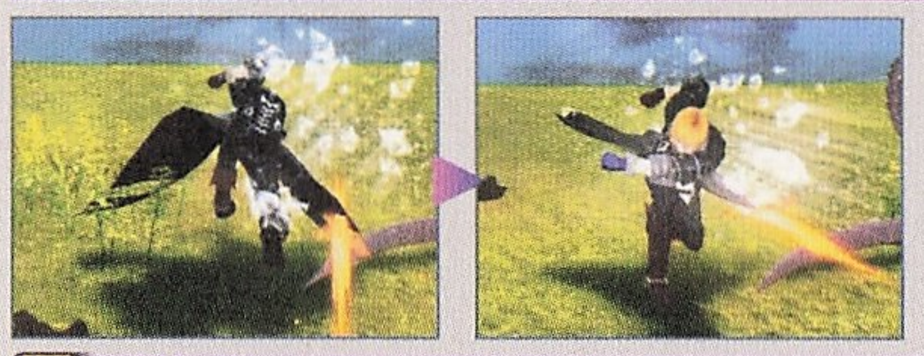
Learning conditions	Lv.13		
Derived technique	Skyscraper		
SG consumption	11	Casting time	—
Number of hits	1	Power	215
Probability effect	Stan (25)		

In midair, twist the body and punch the ground, creating a shockwave from the earth. It can float enemies upward and has a chance to knock them down as well.

Ditch!

Special Skill — Winter Grove (Cluster)

Mountain ⑥ Jellyfish Beastman



Learning conditions	Lv.16		
Derived technique	Mirage		
SG consumption	9	Casting time	—
Number of hits	2	Power	165
Probability effect	Poisonous (5%)		

Quickly step forward, and with momentum release a sharp hook imbued with frost. The direction of stepping changes with the button, and you can step left with the OR button, or right with the OR button.

Cluster!

Technical Skill — Impassable (Blank)

▲ Ground C Wind Armor

Acquisition conditions	Learned from the start		
Derived technique	Domination		
SG cost	10	Casting time	—
Hit count	2	Power	185
Probabilistic Effects	HP吸収(25%)		

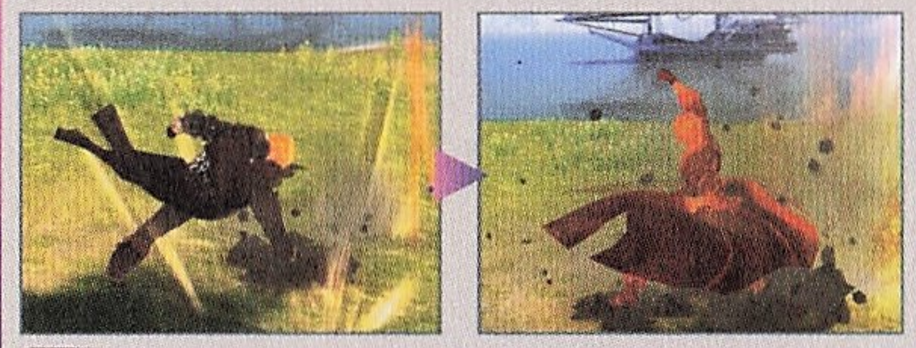
Take a large backward step and deliver a hook that arcs forward. The impact wave generated in front also has an attack hitbox, and can push enemies backward.

What about this!

Skyscrapers (Scraper)

↘ Special Skill

火 地 2-Winged



Acquisition conditions	Lv.20		
Derived technique	Termination of the World		
SG cost	15	Casting time	—
Hit count	2	Power	270
Probability effect	Stun (30)		

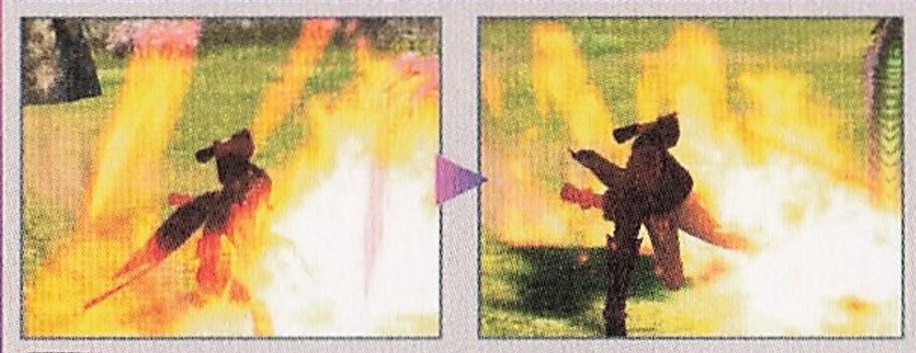
With a powerful stomp on the ground, you lift enemies and then deliver a follow-up upperc ut to airborne foes. Since you can knock up a downed enemy, it's useful in combos.

Scraper!

Mirage

↘ Special Skill

Fire Wind Indeterminate



Acquisition conditions	Lv.26		
Derived technique	Con artist		
SG cost	16<br	Casting time	—
Hit count	>2	Power	270
Probability effect	Burn (6.2%)		

Swiftly sways horizontally and shoots a high-heat hooked strike. Similar to "Winter Grove," the att ack direction can be changed to the left with the or button, or to the right with the or button.

Mirage!

Intimidation (Coreish)

Special Skill

No White

Learning conditions	Learned from the start		
Derived technique	Wind Lance		
SG consumption	14	Casting time	—
Number of hits	3	Power	245
Probability effect	Stun (90)		

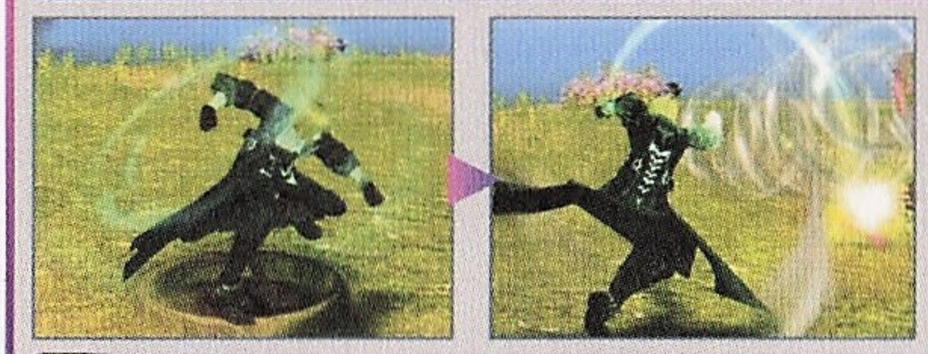
Quickly deliver a palm strike and pull enemies with the resulting vacuum wave. The vacuu m wave has a range of about two steps, quickly closing the distance to the enemy.

Are you going to let them escape!

Do-or-die (Soraus)

Technical Skill

Wind



Learning conditions	Lv.33		
Derived technique	Split Step		
SG consumption	22	Casting time	—
Number of hits	4	Power	300
Probability effect	Fatigue (7.5%)		

With all your might, generate a tornado with a Coke Screw Blow. Step 3: It will rea ch up to moderate range and has a chance to knock down caught enemies.

Soraus!

Fraudster (Flaud)

Special Skill

None 3 Demon

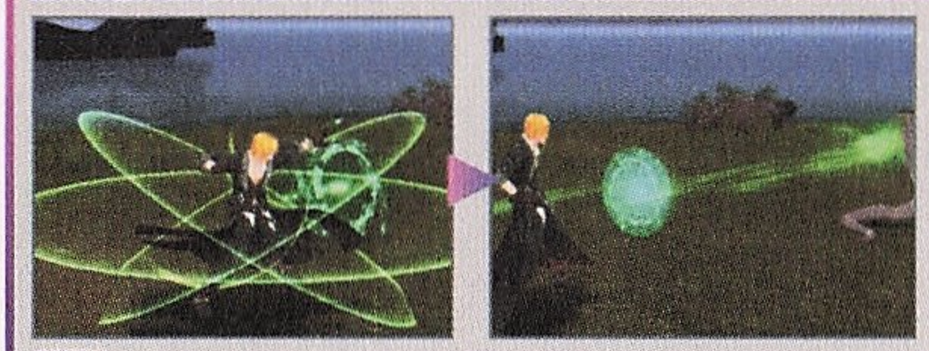
Learning conditions	Lv.40		
Derived technique	Stone Edge		
SG consumption	30	Casting time	—
Number of hits	6	Power	440
Probability effect	Stun (90)		

From the ground in front, countless chains erupt. It slightly lifts enemies, and the effect area is wide; when used where enemies are densely packed, it is particularly effective.

Flaud !

Sacral Servant Magic Wind Lance

Wind Armor



Acquisition Conditions	Learned from the start		
Derived Technique	Air Slash		
SG Cost	14	Casting time	1.33 seconds
Hit count	1	Power	250
Probabilistic Effects	Fatigue (8%)		

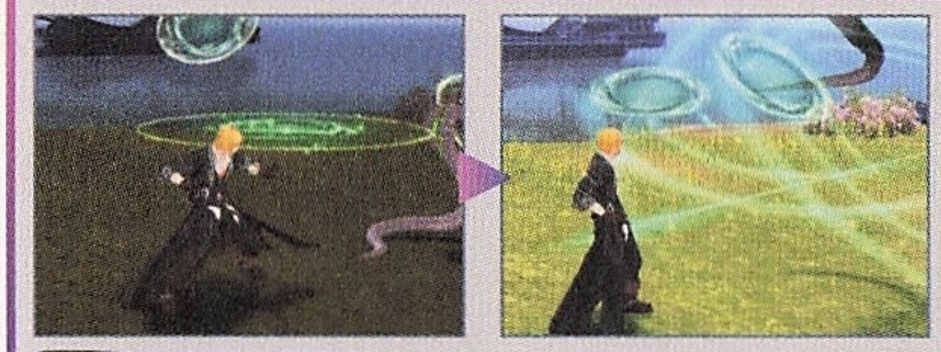
Flies a spear of the tempest forward. Its range is long enough to cross the battle area, and it will pier ce enemies in its path and keep flying a certain distance, so it can be used in any situation.

Crush them! Wind Lance!

Air Slash

Sacred Slavery Technique

windy風



Learning conditions	Lv.18		
Derived technique	Bijigate		
SG consumption	24	Casting time	2.8 seconds
Number of hits	5	Power	450
Probability effect	Fatigue (10%)		

From a target-centered area, numerous vacuum blades are produced and cut. They easily envelop the surroundings, and enemies hit are pushed straight up high into the air.

Wind blades, perish! Air Thrust!

Bijugate

Q Holy Servant Art

OCE Amorphous

Acquisition conditions	Lv.47		
Derived technique	Grand Quake		
SG cost	42	Casting time	4.17 seconds
Hit count	8	Power	720
Probability effect	Concentration increased (100%), Stun (50)		

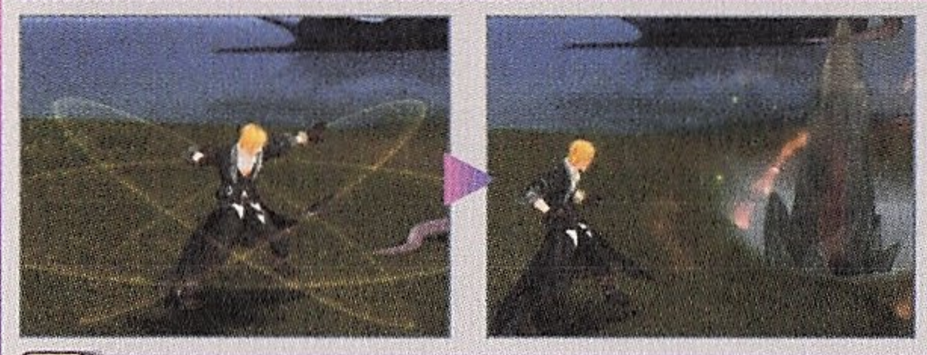
Two wind spirits created ahead intersect and advance around the target, cutting through enemies along the path. Additionally, the spirit power running along the ground detonates, delivering a follow-up strike.

Phantoms, merge and shatter! Visitaegate!

Stone Edge

Sacred Slavery Technique

Human Bestial



Learning conditions	Lv.14		
Derived technique	Frigid Photon		
SG consumption	17	Casting time	1.33 seconds
Number of hits	1	Power	300
Probability effect	Slow (8%)		

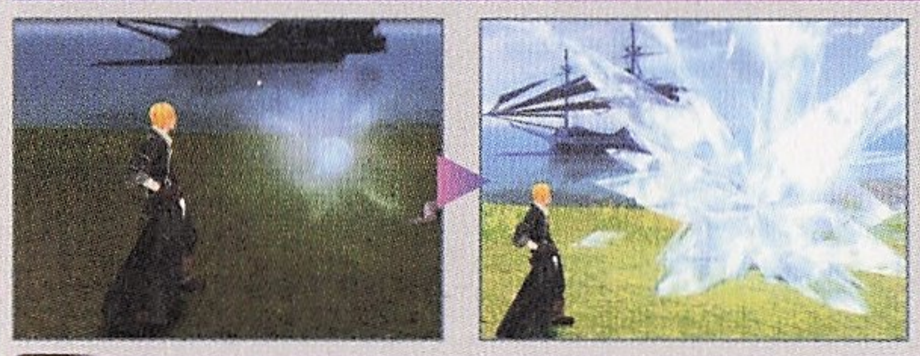
A stone spear protrudes from the target's feet. It knocks enemies into the air and can also cause a down ed state with a certain probability. The range is narrow, but it can also involve surrounding foes.

Crush it! Stone Edge!

Frigid Photon

Sacred Slavery Technique

Earth Water Corpace



Learning conditions	Lv.31		
Derived technique	Grand Quake		
SG consumption	26	Casting time	2.67 seconds
Number of hits	5	Power	550
Probability effect	HP Absorption (40%)		

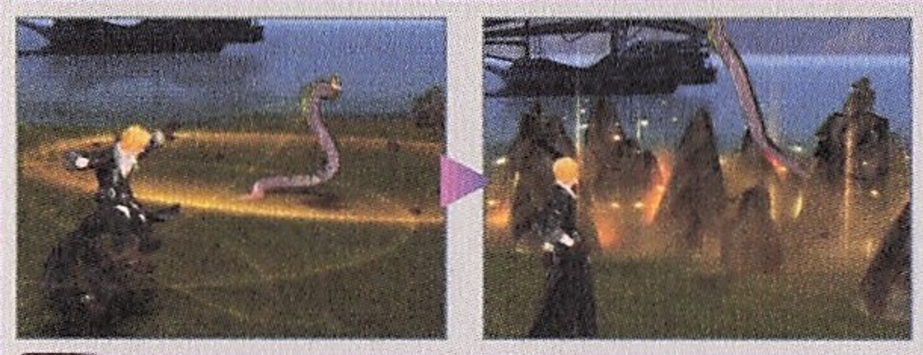
Shatters ice spiritual power into a chunk and fires it. It travels a distance about the length of th ree steps, and when it hits an enemy, a giant ice crystal forms, shatters, and deals damage.

Swirl of cold air, freeze! Frijit Photon!

Grand Quake

Sacred Slavery Technique

地 竜



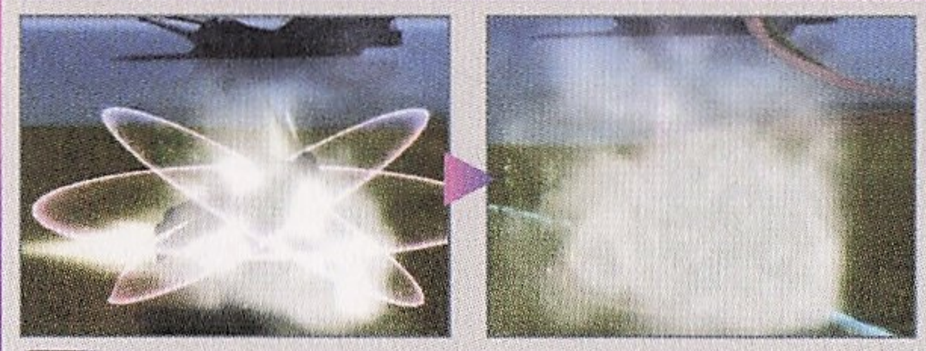
Learning conditions	Lv.57		
Derived technique	Raise Dead		
SG consumption	46	Casting time	4.5 seconds
Number of hits	4	Power	830
Probability effect	Slow (12.5%)		

Raises the ground around the target, lifting enemies high. It can affect a range abo ut the distance of two steps, and can knock them down with a probability.

Earth, tremble and explode! Grand Quake!

Holy Servant Magic Split Step

Mountain ② Demon



Acquisition Conditions	Lv.11		
Derived Technique	Mirage Veil		
SG Cost	13	Casting time	1 second
Hit count	1	Power	100
Probabilistic Effects	Defense Up (100%), Stun (25)		

Teleport instantly to the target's front and lift the enemy with the resulting shock. Has a defense-raising effect; it is effective to use it before switching to an attack.

Tremble! Split Step!

Mirage Veil

Holy Servitude ®

Mountain | Wind of C

Learning conditions	Lv.23 _		
Derived technique	Lavish Ghost		
SG consumption	30	Casting time	3 seconds
Number of hits	—	Power	—
Probability effect	invincible to magic (100%)		

Grants an effect to yourself and nearby allies that nullifies attack技術 (attacks). It cannot target anyone other than yourself, and the effect range is about the distance of two steps.

Ceremonial robe of emptiness, confuse them! Mirage Veil!

Ravish Ghost

Sacred Slavery Technique

Mountain Wind of C

Acquisition conditions	Lv.43		
Derived technique	Bijugate		
SG cost	45	Casting time	3.33 seconds
Hit count	—	Power	—
Probability effect	Soul Increase (100%)		

Increases your own Soul by 1 with a certain probability. The higher your own Soul count and the total Soul of all ies, the lower the probability becomes. Casting takes a long time, and you want to use it from a safe position.

"Earth and wind, grant your souls! Ravish Ghost!"

Quickness

Recovery Magic

None

Acquisition Conditions	Learned from the sta		
Derived Technique	rt: Raise Dead		
SG Cost	32	Casting time	3.5 seconds
Hit count	1	Power	200
Probability effect	HP Recovery (100%), Speed Increase + Rooted (100%)		

Restores one ally's HP and removes slow, granting an increase in movement speed. As movement speed increases, it becomes easier to handle enemy attacks, so I want to use it actively.

Run to forget the pain! Quickness!

Raise Dead

Gold Recovery Magic

無

Acquisition Conditions	Lv.35		
Derived Technique	—		
消費SG	90	Casting time	8 seconds
Hit Count	3	Power	450
Probability effect	Revives incapacitated ally (100%), Fatigue removal (100%)		

Free a single ally from incapacitation and fatigue, restoring HP. The range is narrow, but if an incapacitated ally is adjacent, they can be revived at once.

Despair, turn and raise the beacon to connect! Raise the dead!

Break Dragonic Dive

Volcanic Ground Child

Learning Conditions	Learned from the start		
Activation Conditions	When Spirit is 3 or higher and at least one enemy is stunned or downed, press an [redacted] and hold the R2 button.		
Hit count	4	Power	700
Probability effect	HP restored by 25% (100%), BG restored by 35 (100%).		

Leaping from the target's feet, unleashes blazing flames from the sky. The range is approximately one step centered on the target, and hit enemies are lifted into the air.

Love-filled! Burn!

Break Dragoon Dive

[No area Child

Learning Conditions	Lv.29		
Activation Conditions	Soul level 3 or higher, and while the "Draconic Drive" is active, press [redacted] and hold R2		
Hit count	5	Power	850
Probability effect	HP restored by 25% (100%), BG restored by 35 (100%).		

With the dragonic drive, a rising enemy can be followed up with a high-speed kick and shock wave. The range of effect is almost the same as the "Draconic Drive."

Die or kill!

Break Tyran[illegible]elebrate

Mountain Region C Wind-Sand Dragon

Learning Conditions	After defeating the Sky Army with Lv.60 and the Eight-Headed Dragon Kanushi
Activation Conditions	Soul level 3 or higher, and while the "Dragoon Dive" is activated, h[illegible]d down the R2 button
Hit count	5
Power	1100
Probability effect	BG70 Recovery (100%)

「Dragon Dive」 lands and immediately erupts surrounding embers, creating a blaze in the area roughly the size of two steps, with a chance to knock down enemies.

Oooohhhh!

Your Secret Technique: Wasteful Mayhem

None

Learning Conditions	Lv.5 and main 17 Guardian after battl e, when in coordination at BG3 or hig [illegible] her, hold L2 to charge; power
Activation Conditions	
Hit count	8
Power	2200
Probability effect	—

Deliver rapid strikes from both sides of the target, then slam them up with a powerful uppercut. The effect range is narrow, and only if enemies are nearly adjacent can they be caught in it.

If you can dodge it, you can! Try dodging! Wasteful Mayhem!!

↘ Secret Technique Dragoon Howling

Beastless Dragon

Learning Conditions	Lv.37 and after learning "Wasteful Mayhem"
Activation Conditions	Press and hold L2 after 8-chain co[illegible]bo [illegible]n BG4 or higher
Hit count	12 Power
Power	4200
Probability effect	—

From the air, dash in, grab enemies with a right palm strike and crush them with a shockwave that pushes them aside, th en sweep the ground and pulverize surrounding enemies with a fierce shockwave that lifts the earth.

Tomorrow is unnecessary! This is the final move to kill you now! Dragoon Howling!

Mastery of the Abyss Blade: Abyrede Blade Venom

Earth[illegible]ing

Learning Conditions	Lv.65 and after learning "Titan Celebrate"
Activation Conditions	BG5 or higher, when "Titan Celebrate" is active, press [illegible]nd [illegible] Button hold L2
Hit count	2
Power	6000
Probability effect	—

Kick the enemy up, and as they descend, deliver a full-powered strike to send the m far away. If the enemy is almost adjacent, you can include them in the kick.

Don't sleep on me! Here's a warning shot... I'll give you one! Abreade Venom!! Disappear!

● Switch Survive Road

None

Learning Conditions	Main Elena (2) after battle 21
Activation Conditions	Press Up or Down on the Directional Pad when at or above BG1
Hit count	1
Power	300
Probability effect	Defense Power Steal (100%)

Appears in front of the enemy, charges forward while punching. It can also involve enemies in the path, has the effect of stealing defense power, and may knock enemies down.

Let's finish the piece!

Magilou

Magilou

Maggillu leverages high magic damage and is an expert in Sacred S ervant Arts that deal massive damage from long range. He aims for even stronger secret techniques and wipes out enemies all at once.

Equipable Items

Body Part	Types of Equipment
Weapons	Shikigami
Unique	Piercing
Armor	∴ Female Armor
Rings	+ Ring + S
Boots	hoes / Female Shoes

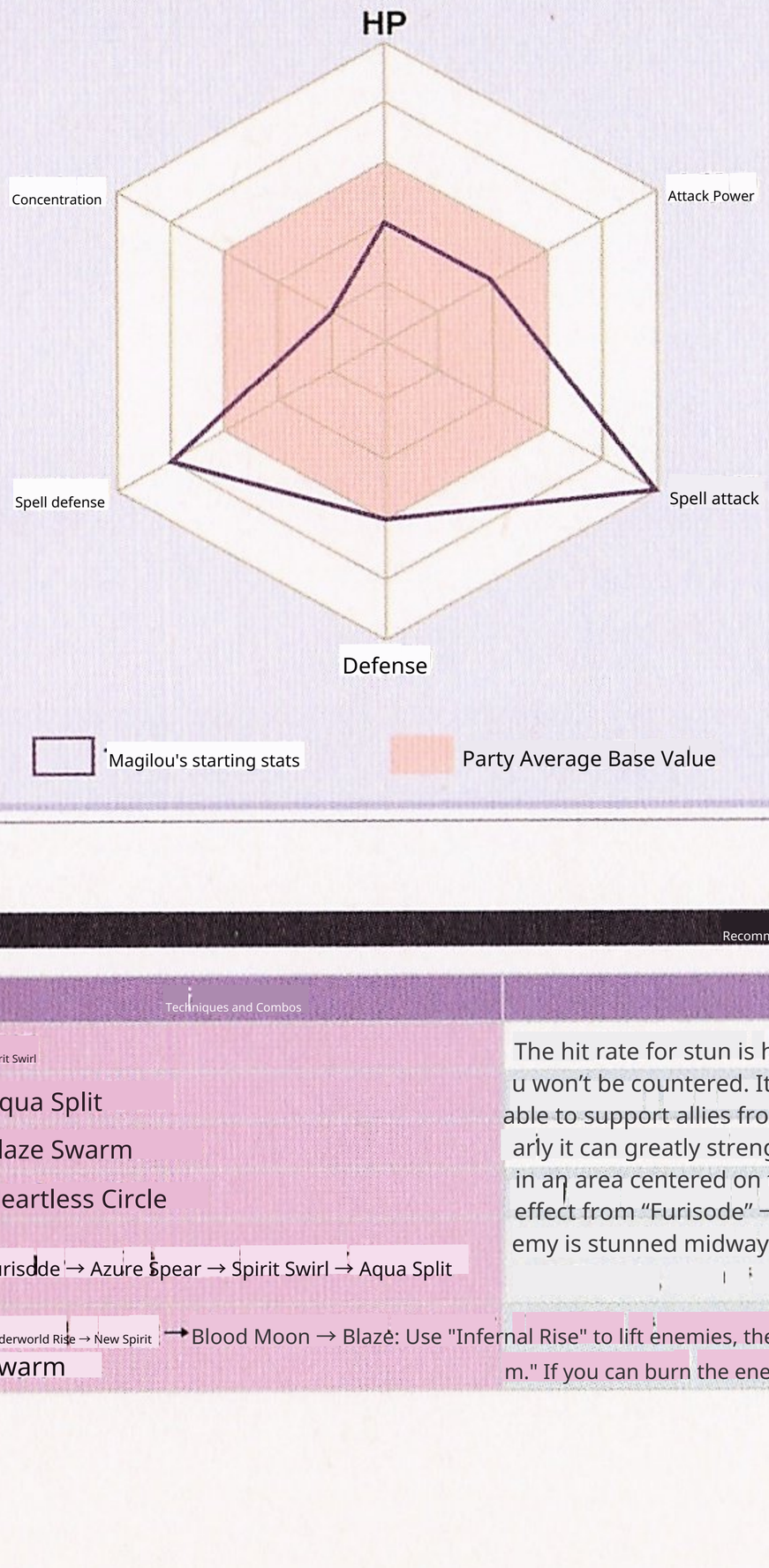
Powerful Holy Servant Magic to wipe out enemies in one sweep

Among all characters, the magical attack is the highest, and ma ny powerful Holy Servant spells with wide range are learned. On t he other hand, HP, attack power, and concentration are relatively low, so instead of fighting on the front lines, you should attack fro m a safe position with Holy Servant magic. You will also learn area healing spells such as “Heartless Circle,” so you can also serve as a healer when necessary. Always act from a position that can obse rve the entire battlefield and adapt your strategy to the situation.

Brakesoul absorbs spiritual power according to the spel l the enemy is casting, and when a certain amount is ab sorbed, the corresponding secret art is activated. The a ctivation conditions are strict, but all of them have excel lent range and power, and unlike Holy Servant magic, t here is no casting time, which is a major advantage. Ke ep enemies who use spells in your sight, and once they begin casting, actively absorb with a “Spell Absorber.”

Status Data

Title	HP	Attack Power	術 Attack	Defense	Magic Defense	Concentration
Initial Stats	464	37	64	46	55	28
Upgrade Stats	58	2.18	3.49	2.62	3.05	1.75



Title Level-Up Bonus (*)

Title	Attack Power	術 Attack	Defense	Magic Defense	Concentration
Shikigami Master	↑				
Fire-Water Sorcerer		Feast		↓	
Burning and Dripping Shikigami Master	↓	↑↑↑			↓
Familyia Master	↑				
Purple Witch		Yes			
AvenGer		↓			↑↑
Alphine-tan	↓	↓		↑↑↑	
Magillua					↑
Smash Mine	Meeting			↓	
Combo Artist		↓		↓	↑↑↑
Wake Killer		↑			
Hyper Jamer		↑↑		↓	
Trickster	↓	↑↑↑	↓		
Super Grandma				↑	
Shaded Stepper		↓		Meeting	
Soul Tootsie	↓			↑↑↑	↓
Item Hoarder			Yes		
Master Arms	Meeting			↓	
Enhanced Equipment Entertainer	↑↑↑	↓		↓	
Spender		Yes			
Adult Buyer		↓	Meeting		
Esteemed Goddess		↓		↑↑	
Premium Idol	↓		Shoku Shoku-kai		↓

※This only occurs when you purchase "Level-Up Bonus" at the Grade Shop

Recommended Techniques and Combos

Techniques and Combos	Explanation
Spirit Swirl Aqua Split Blaze Swarm Heartless Circle	The hit rate for stun is high and the range is long, allowing you to attack unilaterally from a distance where yo u won’t be countered. Its area of effect is wide; its projectiles fly fast, lifting enemies straight up, making it suit able to support allies from a distance. It has a probabilistic effect that increases magic attack, and if used regul arly it can greatly strengthen a Magilou who focuses on magic. The healing magic learned from the start heals in an area centered on the target. It’s ideal for healing frontline allies all at once. Linking the stun probabilistic effect from “Furisode” → “Azure” → “Spirit Swirl,” you can pursue retreating enemies with “Aqua Split.” If an en emy is stunned midway, finishing with a long-casting Holy Servant magic is also an option.
Furisode → Azure Spear → Spirit Swirl → Aqua Split	
Underworld Rise → New Spirit → Blood Moon → Blaze Swarm	Use "Infernal Rise" to lift enemies, then follow up with "New Spirit" for a quick cast time in "Blood Moon" and connect to "Blazew Swar m." If you can burn the enemy, the staggering time increases, leaving them with no opening for a counterattack.

Velvet

Rokurou

Rifiset

Magilou

Eleanor

Magillu's Title

Shikigami Master

Condition: Magillu's level

1	Lv.1	SG consumption reduction according to the used magic techni que + HP recovery +30 on defeated enemies
2	Lv.40	Attack Power 1.1x
3	Lv.80	Magic Defense 1.1x

Fire-Water Sorcerer

Condition: Magillu's level

1	Lv.10	SG consumption reduction depending on used magical techniques Magic Attack 1.07x
2	Lv.50	Magic Defense 1.1x
3	Lv.100	Concentration 1.15x

Blazing滴る Shikigami Master

Condition: Magillu's level

1	Lv.30	SG consumption reduction depending on used magical techniques Attack Power 1.1x
2	Lv.60	Spell Attack 1.1x
3	Lv.150	Defense 1.15x

Familyia Master

Condition: Number of times Magilou uses her Mystic Art

1	250th	Mystic Art power increased by 1.2x, technique power decreased by 0.8x Fire attribute attack power +7%
2	2500 uses	Extends steel skin duration according to the used technique,
3	20000 uses	Water attribute attack power +7%

Zu Barubulwitch

Condition: Number of uses of Magilu's Sacred Slavery Technique

1	100 times	Spell power 1.2x, Burst technique power 0.8x Chanting time of Water属性 Sacred Slavery Technique is reduced by 15%
2	1000 times	Chanting time of Fire属性 Sacred Slavery Technique is reduced by 15%
3	10000 times	Reduction in recast time according to the used technique

AvenGer

Condition: Number of uses of Magilu's Break Soul

1	200 times	Power increases according to the ★ of the technique used BG increase when Break Soul is 1.12x; increase i
2	1000 times	n probabilistic effects according to the techniqu
3	5000 times	e used; BG increase when Break Soul is 1.12x

Alphine-tan

Condition: Number of uses of Magilu's Secret Ultimate

1	30 times	Stagger duration extended according to the technique used; maximum BG +1
2	250th	Max BG + 1
3	1000回	Using techniques increases the usage count by 2x

Magillua

Condition: Battles with Magilu in the front of the formation

1	25 times	Increase stagger duration according to the used technique ; burn effect reduced by 40%
2	150 times	Extends steel body duration according to the used t
3	500 times	echnique; increases Soul limit by 1

Smash Mine

Condition: Number of enemies defeated by Magilu

1	450体	Stagger time extension depending on the used technique HP recovered by 50 when defeating enemies
2	2500体	Power increases according to technique usage
3	10000体	Techniques damage increases in proportion to the number of consecutive hits

Combo Artist

Condition: The number of times Magiru defeated an enemy by dealing 40 hits or more

1	10 times	Probability Effect Increase According to Used Techniques Damage of techniques increases in proportion to the number of consecutive hits
2	40th	Consumes SG reduction depending on the technique used
3	100 times	Burning performance 1.15x

Figure: Wake Killer

Condition: The number of times Magiru generates a weak point combination

1	50 times	Probability effect increases depending on the technique used When a weak point combination occurs, SG restoration increases by 10%
2	500 times	Power increases depending on the technique used
3	5000 times	The first-stage technique adds fire attribute direct hit

Hyper Jamer

Condition: Number of times Magilou stuns enemies

1	50 times	Damage reduction during stun +25% Stun duration on enemy increased by 1.1x
2	500 times	Stagger time extension depending on the used technique
3	2500 uses	Damage reduction during stun +25%

Trickster

Condition: Number of times Magillu inflicted status ailments on enemies

1	20 times	Damage reduction when defending +25% Poison effect reduced by 40%
2	200 times	Defense: Damage Reduction +25%
3	2000 times	When an enemy is burned, Magic Attack Power +30%

Super Grandma

Condition: Number of times Magilou appears with Switch Blast

1	10 times	When knocked out, BG does not decrease When substituted in, HP recovers by 5%
2	50 times	Power increases according to the ★ of the used technique
3	200 times	When substituted in, HP recovers by 10%

Shade Stepper

Condition: Number of evasions in Magilou's Around Step

1	30 times	Knockback duration lengthens according to the techniques used; During substit ution appearance, invincibility time increases by 2 seconds
2	400 times	Steel body time extension depending on the technique used
3	4000 times	; invincibility time +3 seconds when switching in

Soul Choochoo

Condition: Number of times Magilou steals souls from enemies

1	300 times	Extend stun duration based on the usage of techniques Prevent 10 seconds of status ailments when appearing after substitution
2	2500 uses	SG consumption reduction according to
3	7777 times	the executed technique

Item Monopolization

Condition: Number of item drops from enemies defeated by Magilu

1	30 items	Consumption SG reduction according to the technique u sed / Enemy equipment drop rate increased by 1.2x /
2	200 units	Knockback duration extended according to the technique used
3	700 pieces	/ Enemy equipment drop rate increased by 1.2x

Master Arms

Condition: Number of Master Skills learned by Magilu

1	120 items	Extend steel body duration according to the techniq ues used; Master Skill acquisition speed +14%;
2	50個	power increases according to the techniques
3	100個	used; initial Soul +1

Enhanced Equipment Entertainer

Condition: Total enhancement count of items equipped by Magilu

1	10 times	Reduction of SP consumption according to the used technique Master Skill learning speed +10%
2	30 times	Extension of Steel Body duration according to the used technique
3	45 uses	Master Skill learning speed +14%

④Profligate

Condition: Cumulative Guild expenditure

1	100,000 Guild	SG consumption reduction depending on used magical techniques Versus “Lackslegs” performance +8%
2	500,000 Guild	Spell Attack 1.1x
3	2,000,000 Guild	Against "Musu" performance +10%

Adult Buyer

Condition: Number of Equipment Purchases

1	30 items	Power increases according to technique usage Against the "Beastman" performance +10%
2	100個	Magic Defense 1.15x
3	400 units	Against the "Beastman" performance +10%

Esteemed Goddess

Condition: Shop rank

1	2	Stagger time extension depending on the used technique Against "Beasts" Performance +10%
2	7	Defense 1.15x
3	12	Against "Beasts" Performance +10%

Premium Idol

Condition: Maximum selling price

1	1000 Garud	Duration of steel skin extends according to the technique used Against “Shell” Performance +10%
2	10000 Gold	Poisonousness performance multiplier 1.15x
3	50000 Gold	Compared to "Shell" performance +12%

Secret Technique: Echo (Kodama)

⑥ Water

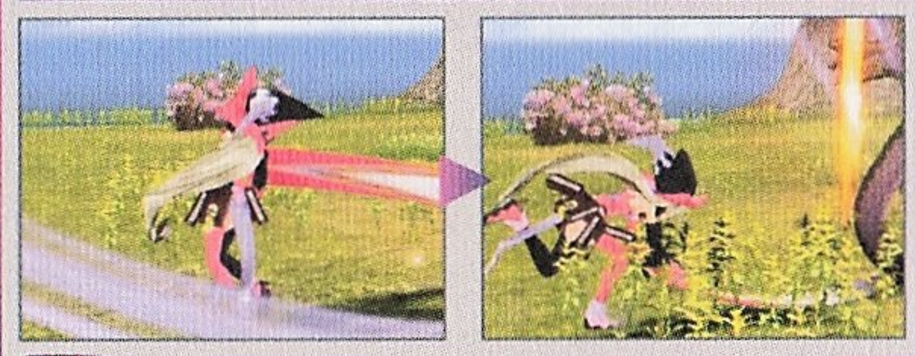
Learning conditions	Learned from the start		
Derived technique	Shinbu		
SG consumption	6	Casting time	—
Number of hits	1	Power	100
Probability effect	Poisonous (4.8%)		

Gradually accelerates a water spirit orb. Its range is about 1.5 steps long, not very far. It is effective to repeatedly use to aim for the probability effect of poisoning.

And then!

√ Ougi　Furisode (Furisode)

無



Acquisition conditions	Learned from the start		
Derived technique	Underworld Rise() 、舞轮回 (、), New Spirit ( )		
SG cost	7	Casting time	—
Hit count	1	Power	135
Probability effect	Stun (58)		

Attacks with a giant shikigami. The attack direction changes with the button, and with the button, it swings down from above, or with the or button, it swings left and right.

Hoiyaa!

√ Secret Art　New Spirit (Aratama)

⑤ Fire

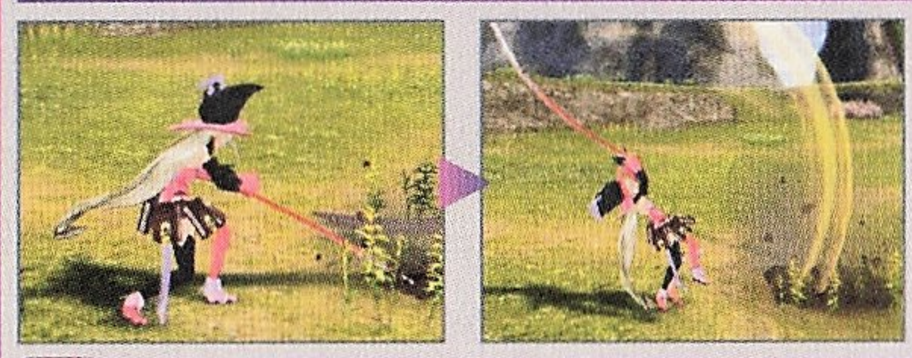
Learning conditions	Learned from the start		
Derived technique	Gourei		
SG consumption	10	Casting time	—
Number of hits	2	Power	155
Probability effect	Burn (6%)		

Fire two spirit orbs of flame straight ahead. Their range is roughly the same as "Tree Echo," so using them in combination is effective. They have a chance to cause burn.

Fire! ～

Secret Oath　Underworld Rise (Extraction)

無　The Undead



Learning conditions	Learned from the start: Azure H		
Derived technique	eaven Spear		
SG consumption	12	Casting time	—
Number of hits	2	Power	200
Probability effect	HP absorption (24%)		

Drive a massively enlarged Shikigami into the ground and vigorously uproot it. When piercing the ground, there is an attack hitbox, so used at very close range it will hit twice.

Excavation!

√ Ougi　Dance of Reincarnation (Double Size)

None　Amorphous

Learning conditions	Lv.17		
Derived technique	Spirit Vein Pulse		
SG consumption	15	Casting time	—
Number of hits	2	Power	250
Probability effect	Stan (72)		

To enlarge the Shikigami and have it perform two rotations. Can rotate to the left with a button, or to the right with a button

. Because there is a large gap after an attack, follow up with a different skill.

Keep spinning!

√ Secret Art　Whispered Spirit (Magatama)

OO Demon

Acquisition conditions	Learned from the start		
Derived technique	Spirit Shake		
SG cost	12	Casting time	—
Hit count	3	Power	160
Probabilistic Effects	SpellAttack Reduction (30%), Stun (35)		

After firing water and fire spiritual power shots, kick an ice spiritual power shot. Ice spiritual power shot only

Range is somewhat longer, reaching about two steps' distance

Souls of the Triplets!

√ Ougi　Azure Heaven Spear (Stretching Form)　水 竜

Acquisition conditions	Lv.20		
Derived technique	Burst Dash		
SG cost	18	Casting time	—
Hit count	2	Power	335
Probability effect	Stun (90)		

Swiftly extend the Shikigami, then bend it to pursue. It lifts and pushes the ene
つmy backward, so with a long-range technique you can further追撃

Stretchy! Stretchy!

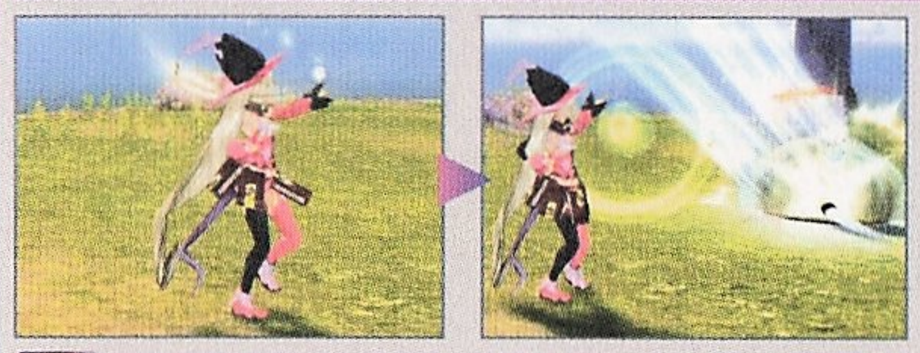
√ Secret Art　Spirit Vein Motion (Sanbun Shin)　Mountain　2 Legless

Acquisition conditions	Lv.24		
Derived technique	Demon Swallow		
SG cost	20	Casting time	—
Hit count	1	Power	340
Probability effect	Blunt Foot (7.5%)		

Three massive Shikigami burst forth simultaneously from the ground in front of the user. The range is short, but they can attack the enemies in front collectively, and hit enemies are launched high into the air.

Release, three projections!

√ Secret Art　Spirit 掟 Tamayura)　⑥CE Armor

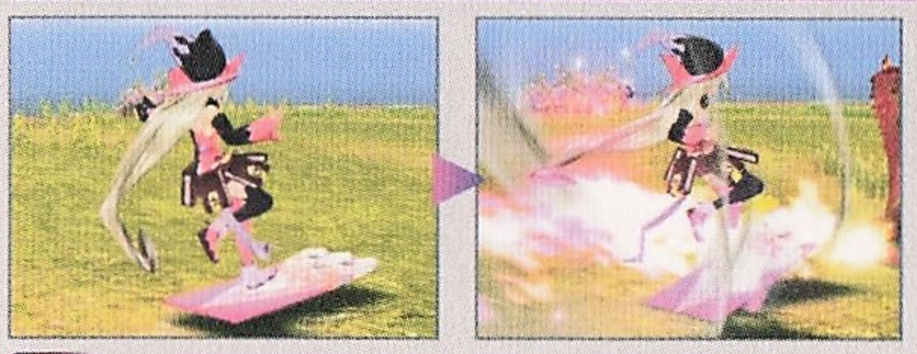


Acquisition Conditions	Learned from the start		
Derived Technique	Aqua Split		
消費SG	20	Casting time	—
Hit Count	2	Power	300
Probability effect	Stun (108)		

Drops a meteor from behind the user to in front. It has a range about the length of t
hree steps, easily surrounding the target, with fast onset—an excellent technique.

Falling Star!

√ Ougi　Runaway (Slide)　OKO Beastman

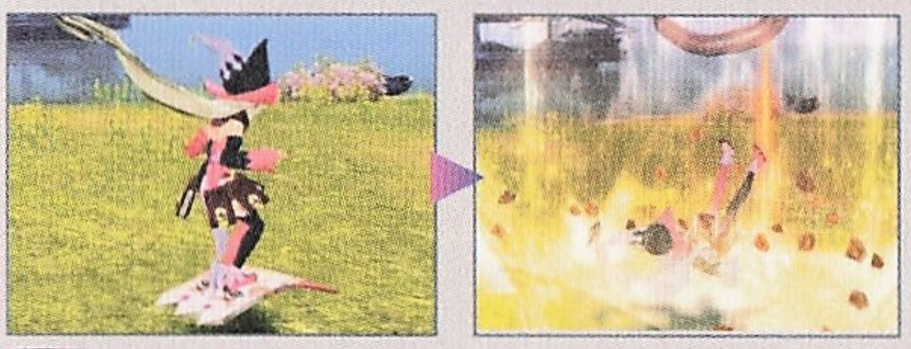


Learning conditions	Lv.29		
Derived technique	Blood Moon		
SG consumption	24	Casting time	—
Number of hits	2	Power	410
Probability effect	Burns (9%)		

Riding a greatly enlarged shikigami, you glide along the ground. The travel distance is about t
wo steps, and while moving, it pierces enemies and can attack anyone it touches.

In high spirits~!

√ Secret Art　Rustling Crows (Rakkasan)　無　Shell

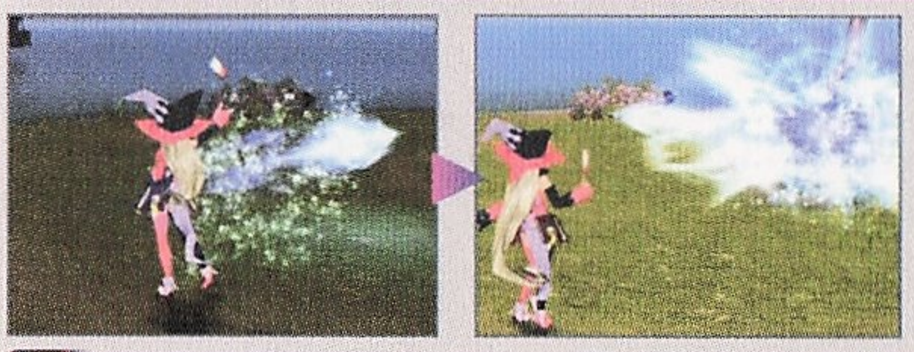


Acquisition Conditions	Lv.39		
Derived Technique	Sweep Mine		
SG Cost	30	Casting time	—
Hit count	2	Power	360
【Probability Effect	Paralysis (9%)		

Stepping on the shikigami to jump high, then fall rapidly from above the target. Can b
e used to attack from anywhere in the battle area, with a chance to knock down.

It will leap really high!

Sacred Servant Technique Aqua Split　6 Water　2 Legless



Learning conditions	Learned from the s		
Derived technique	tart: Flood Wall		
SG consumption	16	Casting time	1.5 seconds
Number of hits	1	Power	270
Probability effect	Poisonous (8%)		

Fire water pressure bullets imbued with spiritual power; when they hit, they also disperse arou
nd. The range extends roughly five steps, and due to the fast projectile speed, it is easy to hit.

Will it burst forth? Aqua Split!

Flood Wall

Sacred Slavery Technique

6 Water　The Undead

Acquisition conditions	Lv.22		
Derived technique	Inbrace End		
SG cost	24	Casting time	3 seconds
Hit count	4	Power	540
Probability effect	Defense of magic increases (100%), Stun (45)		

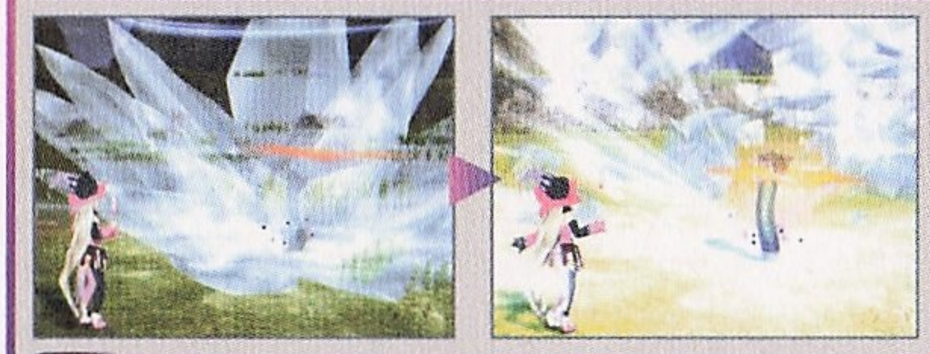
Causes a water wall to erupt at the target's feet. The effect range is a horizontal line centered on the target, and at very close range other enemies may not be hit depending on position.

Are your feet unstable? Flood Wall!

Inbrace End

Sacred Slavery Technique

地⑥ Shell



Acquisition Condition	Lv.45		
Derived Technique	—		
SG Cost	36	Casting time	4.83 seconds
Hit count	6	Power	790
Probabilistic Effects	HP Absorption (50%)		

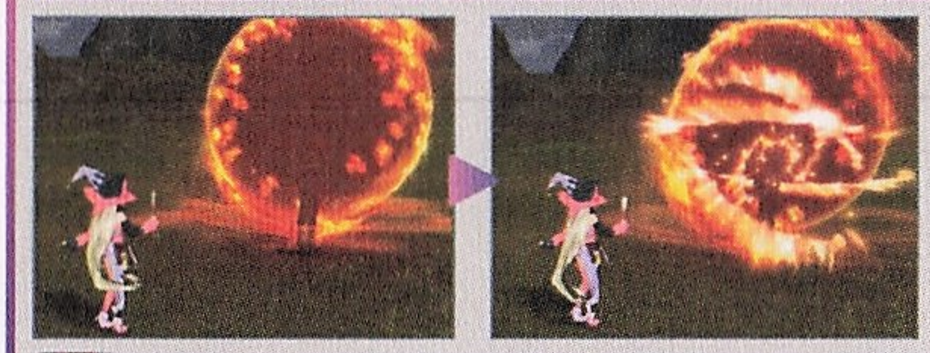
Creates an ice cage around the target and shatters the trapped enemy along with the ice. Can also affect enemies within a distance roughly the length of two steps.

Will they be trapped in an ice cage? In-Place End!

Blood Moon

Holy Servant Magic M

Fire Regular



Learning conditions	Lv.18		
Derived technique	Blaze Swarm		
SG consumption	20	Casting time	1.67 seconds
Number of hits	3	Power	320
[Probabilistic Effect	Burn Injury (8%)		

Creates a spherical field of flame spiritual energy centered on the target, dealing damage to enemies that come into contact. There is a slight pulling effect on hit enemies.

Will it dye red? Blood Moon!

Blaze Swarm

Q Oni Master

OC Sunset

Acquisition Conditions	Lv.35		
Derived Technique	Explosion		
SG Cost	26	Casting time	2.67 seconds
Hit count	5	Power	550
Probabilistic Effects	Spell Power Increase (100%), Stun (45)		

Summons a massive torrent of flame in front of the user, swallowing enemies. Enemies caught in it are lifted nearly straight upward, so allies in the front can follow up with a combo.

Will flames scatter? Blaze Swarm!

Explosion

Holy Domain Sorcery

⑤ Fire Sound

Learning Conditions	Lv.52		
Derived Technique	—		
SG Cost	43	Casting time	5.83 seconds
Hit count	4	Power	950
Probabilistic Effects	Burn (12.5%)		

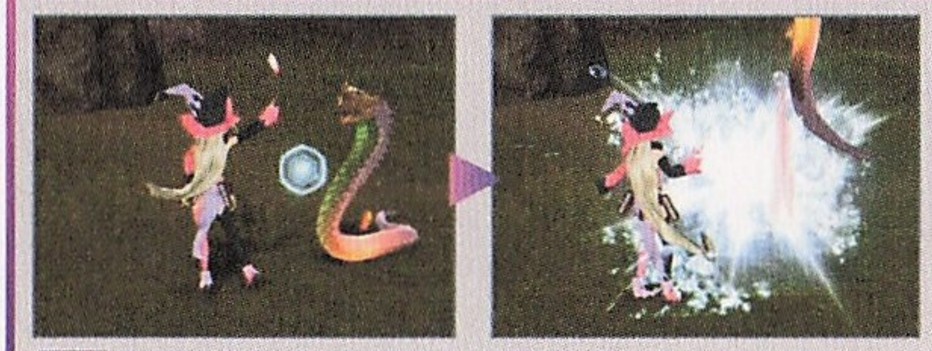
Compress light under the target's feet to cause a massive explosion. Casting time is long, but the power is high and the effect area is large. Also, has a chance to knock down.

Will a explosive heart be terrifying? Explosion!

Sweep Mine

Sacred Slavery Technique

6 Water　2 Legless



Learning conditions	Learned from the start		
Derived technique	Blazing Mine		
SG consumption	10	Casting time	1 second
Number of hits	2	Power	200
Probability effect	Poisonous (8%)		

Place a water trap that explodes when touched. The trap detonates when an enemy comes into contact with it, or approximately 7 seconds after it appears. Additionally, when a new trap is generated, the old one disappears.

It will surely burst someday! Steve Mine!

Blazing Mine

圣隸术 | Fire

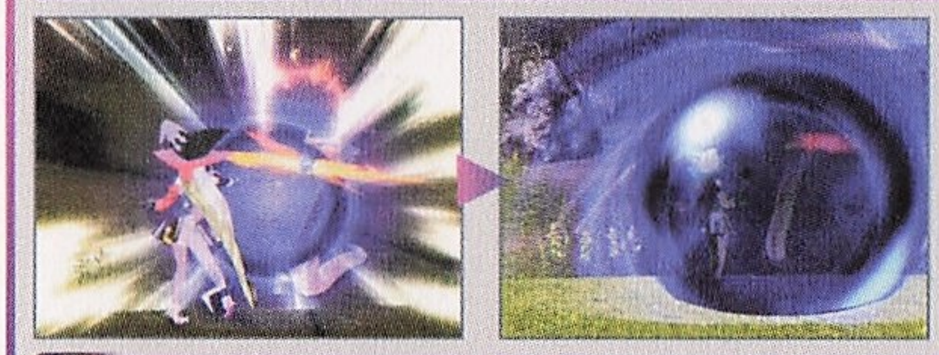
Learning conditions	Lv.26		
Derived technique	Dehives Mine		
SG consumption	22	Casting time	1.83 seconds
Number of hits	3	Power	400
[Probabilistic Effect	Burn (10%)		

Places a fire trap that explodes in sequence when touched. The disappearance condition for the trap is the same as “Sweep Mine,” but this one has higher power. It can cause a knockdown with a certain probability.

It will surely burn everything! Blazing Mine!

Dehives Mine

Holy Servant Art | Mountain Wind of C



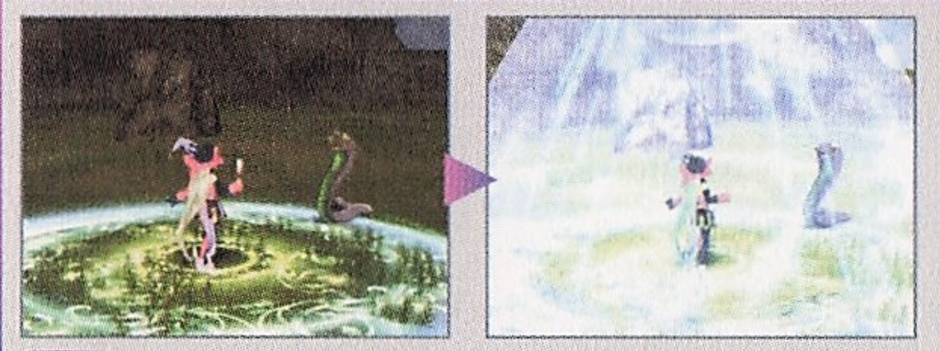
Learning Conditions	Lv.48		
Derived Technique	—		
SG Cost	30	Casting time	3 seconds
Hit count	7	Power	600
Probabilistic Effects	SG recovery (25%)		

When touched, a gravity trap explodes over a wide area, pulling in enemies caught within it. The effective range extends about as far as two steps.

Eventually, everyone will be all mixed together! Diheuz Maim!

Heartless Circle

Healing Technique



Acquisition conditions	Already learned from the start		
Derived technique	Fairy Circle		
SG cost	50	Casting time	5 seconds
Hit count	3	Power	250
Probability effect	HP Recovery (100%), Burn Elimination (100%)		

Heals HP of all allies within a radius centered on the target and removes burns. The range is about one step, but we should try to include as many non-targets as possible.

There’s nothing better than no pain at all! Heartless Circle!

Recovery Magic: Fairy Circle

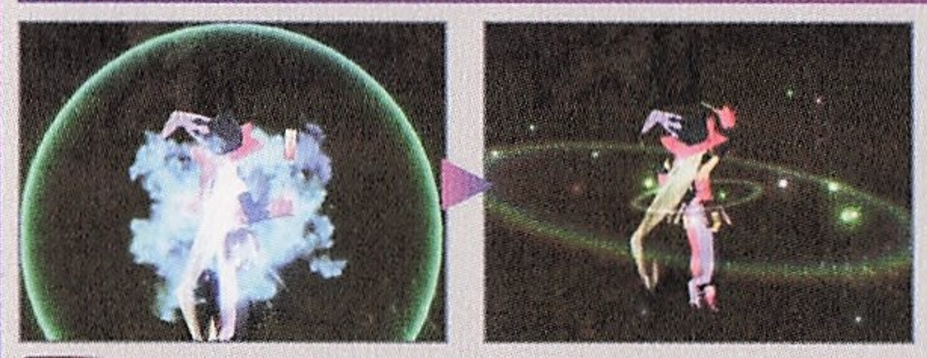
Water

Learning Conditions	Lv.42		
Derived Technique	—		
SG Cost	80	Casting time	7.83 seconds
Hit count	1	Power	380
Probabilistic Effects	HP Recovery (100%), Poison Cure (100%)		

Recovers HP of allies within a radius centered on the target and cures poison. The effect range is about two steps, broad enough to also deal damage to enemies within the area.

I don’t like pain, but I do enjoy causing pain, you know? Fairy Circle!

Break Spell Absorber



Learning Conditions	Learned from the start		
Activation Conditions	With Soul 3 or higher, long-press the R2 button		
Hit count	—	Power	—
Probability effect	HP restored by 25% (100%), BG restored by 35 (100%).		

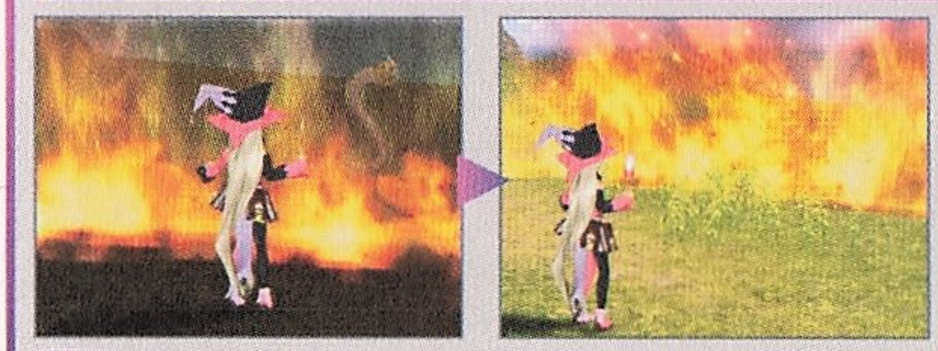
Shortens the casting time of allies and interrupts the casting of all enemies. At the same time, it absorbs the spiritual power of enemies who were casting the Sacred Servant art, increasing the spirit gauge.

Spell Absorber!

+ Secret Technique

<original>カラミティフレア</original>Calamity Flare

火 地



Learning Conditions	Learned from the start		
Activation Conditions	When “Spell Absorber” reaches the maximum Spirit Gauge at Rank 2, it automatically activates		
Hit Count / Probability Effect	7 / Burn (10%)	Power	1200

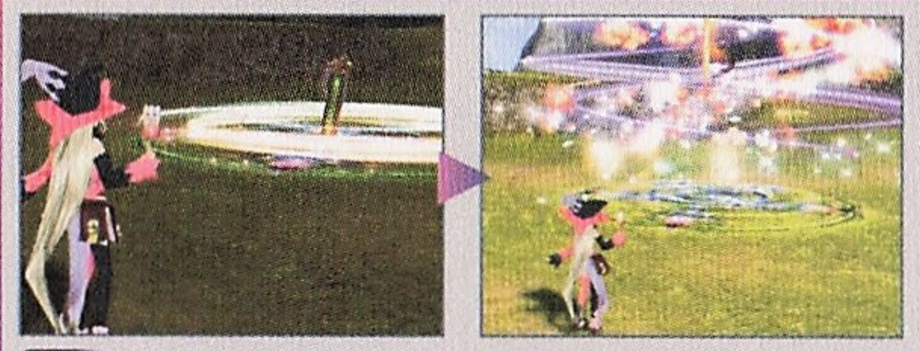
In front of the user, a massive wall of advancing flames appears. It has a wide horizontal range, and enemies caught in it are pushed back roughly the distance of three steps.

Calamity Flare!

+ Secret Technique

<original>ヴァイオレットハイ</original>Violet High

火 水



Acquisition condition	Learned from the start		
Activation condition	When the Spirit Power Gauge at Rank 1 is maximized with “Spell Absorber,” it auto matically activates		
Hits	7	Power	900
[Probability Effect	Poison (10%)		

From the magic circle that appears at the target’s feet, red and blue petals rise, lifting enemies within the area. The range is about the distance of 1.5 steps.

Violet High!

+ Secret Technique

Tornado Fire

Fire ⑨n

Learning Conditions	Learned from the start		
Activation Conditions	When the Spirit Power Gauge at Rank 4 is maximized with “Spell Absorber,” it auto matically activates		
Hit Count / P	7	Power	1500
robability Effect	Fatigue (10%)		

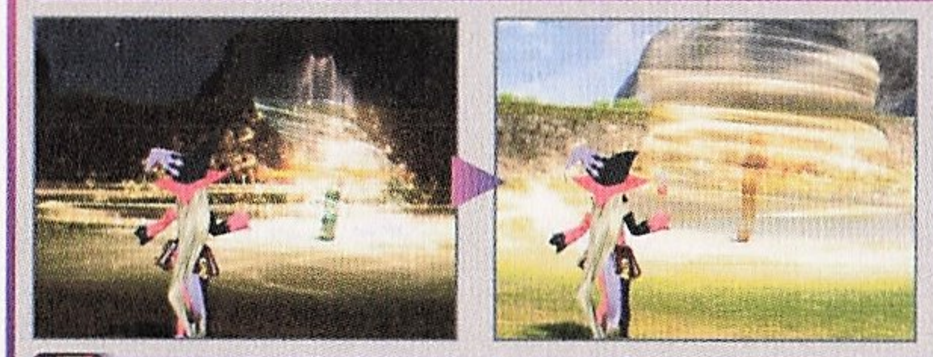
Create a massive flame cyclone in a range centered on the user. It sweeps up ene mies at a distance of about two steps and slightly pulls them toward the center.

Tornado Fire!

+ Secret Technique

<original>ハイドロシュトローム</original>Hydro Strome

Mountainous 6 Water



Acquisition condition	Learned from the start		
Activation condition	When the Spirit Power Gauge is maximized at Rank 3 with "Spell Absorber," it activat es automatically		
Hits	8	Power	1250
[Probability Effect	Slow (10%)		

Generate a swirling torrent that engulfs everything within a range centered on the targe t, drawing in those caught in it. The effective range is about two steps in distance.

HydroStrohm!

[Mystic Art Gravity Gale

Earth Wind

Learning Conditions	Learned from the start		
Activation Conditions	When the Spirit Power Gauge is maximized at Rank 5 with "Spell Absorber," it activa tes automatically		
Hit count	9	Power	1400
Probability effect	HP Absorption (100%)		

Forms a massive gravity field above the target and uses the generated gravitational pull to drag enemies i n. The effective area is wide, capable of scrambling enemies within roughly three steps of distance.

Gravity Gale!

+ Secret Technique

Lightning Blaster

⑥ Water e Wind

Learning Conditions	Learned from the start		
Activation condition	When the Spell Absorber reaches Rank 6 Spirit Gauge to the maximum, it activat es automatically		
Hit count	1	Power	1600
Probability effect	Stun (10%)		

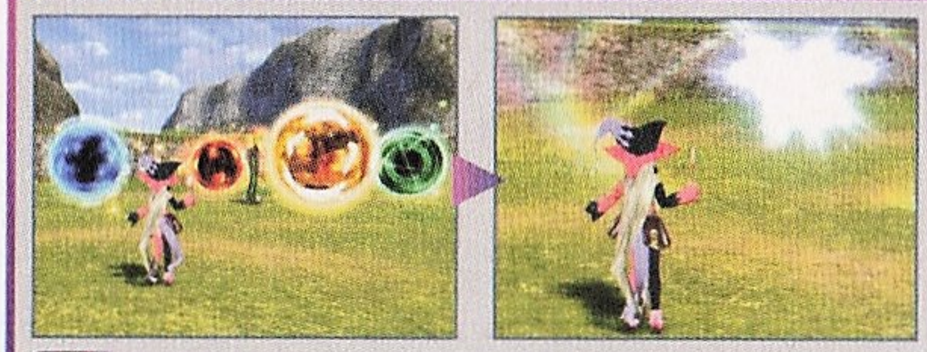
Shoots a fan-shaped bolt of lightning forward from the user. The range is large enough to cross the battle area; activating from one edge to the opposite edge is most effective.

Lightning Blaster!

+ Secret Technique

フォースデトネイター

Earth Water Fire Wi



Learning Conditions	After defeating the Goddess of Vengeance with Lv.60 and the Eight-Headed Dr agon Kanonushi, it automatically activates when you max out the Spirit Gauge at Rank 7 wit h “Spell Absorber.”		
Activation condition			
Hit count	8	Power	3200
Probability effect	Stun (1000)		

The target is surrounded by four elemental spheres of earth, water, fire, and wind, gathering them to unleash the aurora. Among a ll techniques, it is the only one that possesses all four attributes, and its power is higher than even ultimate techniques.

Force Detonator!

Arcane Secret

Light Wing Soarer-kun

Learning Conditions	Learned from the start
Activation Conditions	In BG3 or higher, during combo, hold the L2 button for
Hit count	1
Power	2100
Probability effect	—

Strike down the shikigami stretched high into the sky, crushing the target. Its area of effect is wide enough to engulf enemies about the distance of two steps.

Stretch! Stretch—!! Light Wings..... Soarer-kun!

Secret Techniques

Good Holding

Fire

Required Level:	Lv.32
Activation Conditions	With BG4 or higher, after 8 combos, long-press the L2 button
Hit count	5
Power	3900
Probability effect	—

When you blow a talisman at the enemy's feet, it swells one after another, lifts the enemy, and scatters like fireworks. The effective range is about the distance of one Step.

If you blow gently, it will burst out! It will come rushing in! It will go in droves! Good Holding!

Secret Techniques

Forty-Nine Norun

⑥ Water

Learning Conditions	Lv.64 and after learning "Force Detonator"
Activation Conditions	With BG5 or higher, while "Force Detonator" is active, long-pr Button ess L2
Hit count	49
Power	8000
Probability effect	—

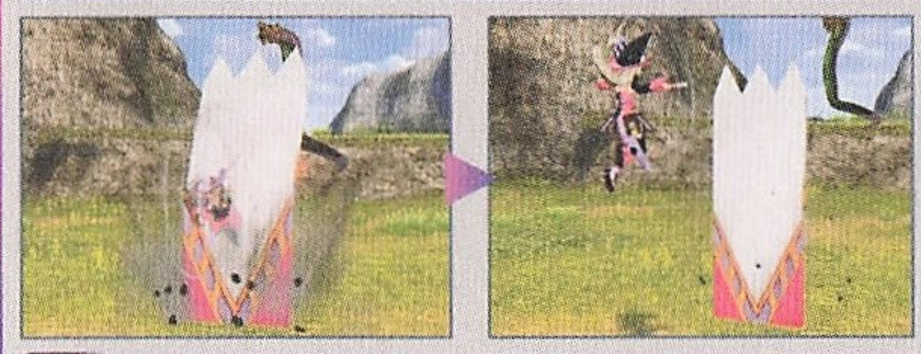
Riding a shikigami to glide, causing Norumin to descend to the ground from above. The range is very wide, reaching roughly the distance of four steps centered on the target.

49 armies have come to me! Can I endure this rain of hail? No, let it be easier! Finish him!!

Switch

Magilu in Heaven

無



Learning Conditions	Learned from the start
Activation Conditions	Above BG1, press the Up or Down directional key
Hit count	2
Power	300
Probability effect	Spell Defense Steal (100%)

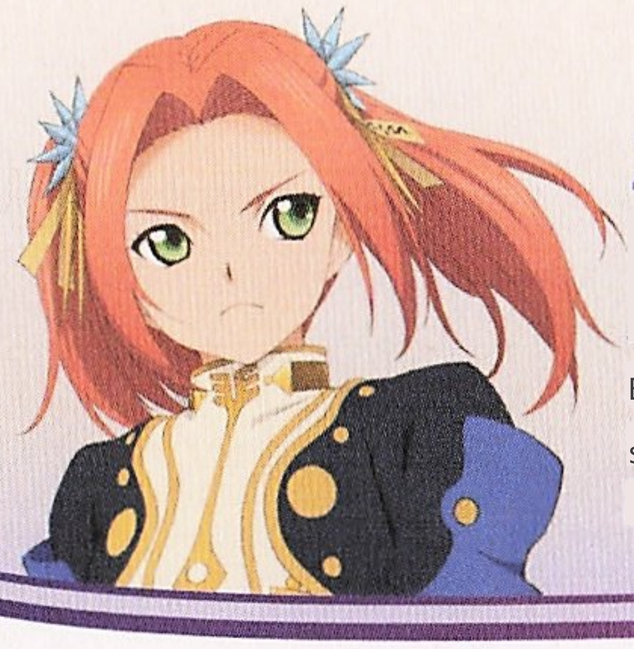
From under the enemy's feet, a giant summoned spirit appears and charges out. It blows away the struck enemy, and Magilue immediately leaps back, allowing safe entry into the battlefield.

I am here~!

Battle Start Voice

Lines heard from party members at the start of battle

Velvet	Let's go!/We'll finish it all at once! Are you ready?! / Don't make me go to trouble / We'll get it done quickly! Are you prepared...? Now, here I come!/I won't let my guard down...!/Everyone, do your best...!/I wonder if we can manage.../I don't think we'll win... ... Death comes for us/If you don't move, you'll die/Let's get this over with quickly / It seems life isn't needed / This conversation is pointless / You're strong... but I'll be the one to win Well then, shall we begin?/Time for punishment!/Are you prepared? / Don't be careless! / I am strong where others are weak♪ / Oh no, a tough foe Here we go~...
Kurokuro Lafeisetto	
Issen	
Magilou	
Eleanor	Fair fight!/We will proceed without letting our guard down!/Now, let's finish this!/Here we go!/I will show you a magnificent spear technique!/We must be fully vigilant and ready!



Eleanor

Eleanor

Eleanor specializes in mid-range combat that utilizes the spear's reach. She keeps out of counterattacks and aims to deal damage while pulling in surrounding enemies.

Equipable Items

Body Part	Types of Equipment
Weapons	Spear
Intrinsic	Ribbon
Armor	Female Armor
Rings	Rings
Boots	Shoes / Women's Shoes

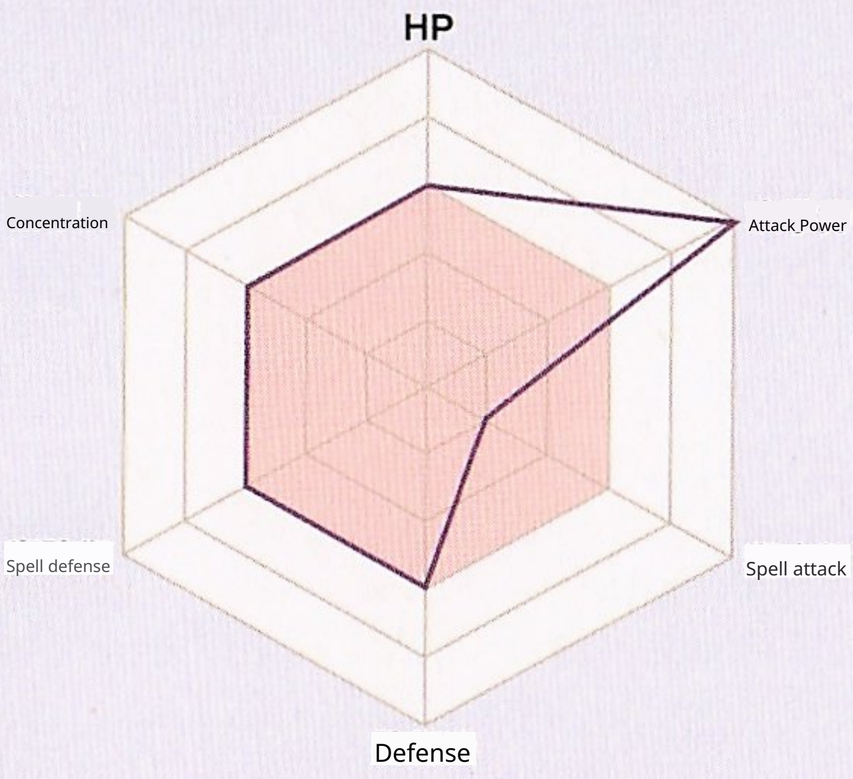
Using her long reach, she maneuvers among many opponents.

Her magical offense is relatively low, but all other stats rise balanced, and her attack power ranks among the top for all characters. Many of her learned skills excel in attack range, so when she strikes a group of enemies, nearby foes are naturally drawn in as well. Moreover, the skills all feature fast activation, and combined with her long reach, she can fight without letting enemies close. Holy Slave Arts also have good range.

The魅力 of the spear allows her to easily follow up on enemies that have been knocked back. Although magic attack power is low, making power harder to achieve, all spells have short casting times and are easy to use. In Break Soul, she knocks enemies into the air and follows up with consecutive aerial attacks. Being able to attack from above with little risk of counterattack is a benefit, making it easy to incorporate into combos. Actively trigger these to deny enemies their chance to attack.

Status Data

Title	HP	Attack Power	術 Attack	Defense	Magic Defense	Focus
Starting Value 496	64	28	46	46	46	46
Upper limit	62	3.37	1.68	2.53	2.53	2.53



Title Level-Up Bonus (*)

Title	Attack Power	術 Attack, Defense, Magic Defense, Concentration
Spearman		
Spirit Spear Practitioner		Meeting
Gunslinger Instructor		
Valkyrie	Yes	
Brunhild		
Schwertlaiten	Food Club	
Disintegrate		
Elena		
Smash Beauty		Meeting
Combo Artist		
Wake Killer		
Hyper Jamer		
Skilled Spearman		
Super Princess		Yes
Shade Stepper		Meeting
Soul Master		
Item Backer		
Master Arms		Meeting
Enhanced Equipment Spearman		
Treasure Hunter	Yes	
Expert Herbalist	Meeting	
Marathon Runner	Meeting	
Chat Freak	Inclusive Assembly	

※ This only occurs when you purchase "Level-Up Bonus" at the Grade Shop

Recommended Techniques and Combos

Techniques and Combos	Description
Rending Drive Spear Scattered Fang Serpent's Drip Six-Strike Six-Chain Spirit Spear: Beast Flame 斬 Blossom → Scattered Fang Serpent's Drip → Six-Strike Six-Chain → Thunder Fang Roaring Flash Vanguard → Scattering Blossoms → Rending Drive Spear → Spirit Spear: Beast Flame	It can blow enemies far backward, which is convenient when you want to create distance. It's also good to follow up immediately with a Sacred Artes. While retreating backward, unleash a series of attacks and draw enemies closer. It's hard to get separated from enemies, and easy to incorporate into combos. A well-balanced arte with many hits and a relatively high stun rate. Actively utilize it in combos. In addition to having a range of about 5 steps, its casting time is short, and it can be used even at close range by utilizing combo correction. Starting with 'Slicing Blossom', connect from 'Scattered Fang Serpent's Drip' to 'Six-Strike Six-Chain'. As you move back and forth while swinging the spear, it's easy to involve surrounding enemies in the attack. When enemies are grouped together, blow them away with 'Thunder Fang Roaring Flash'. Coordinated actions can be utilized immediately after joining the party. Starting with the early trigger of "Pioneer" and chaining with "Flourish," you can blow enemies backward with "Ripping Lance." Immediately follow up with the high-speed and long-range attack "Spiritual Spear Beast Flame" to chase and also affect nearby targets.

Velvet

Rokurou

Rifiset

Issen

Magilou!

Eleanor

Title of Eleanor

Figured Spear User

Condition: Eleanor's level

1	Lv.1	SG consumption reduction according to the used magic techni que + HP recovery +30 on defeated enemies
2	Lv.40	Attack Power 1.1x
3	Lv.80	術Defense 1.1x

Cloud Spearman

Condition: Eleanor's level

1	Lv.10	SG consumption reduction depending on used magical techniques Magic Defense ×1.07
2	Lv.50	Spell Attack 1.1x
3	Lv.100	Concentration 1.15x

Gunsless Martial Arts Master

Requirements: Eleanor's Level

1	Lv.30	SG consumption reduction depending on used magical techniques Attack Power 1.1x
2	Lv.60	Defense increased by 1.1x
3	Lv.150	Spell attack increased by 1.15x

Figure: Valkyrie

Condition: Number of times Eleanor uses a skill

1	500 times	Skill power increased by 1.2x, Spell power decreased by 0.8x Fire attribute attack power +7%
2	5000 uses	Reduction of SG consumption depending on the technique used
3	40000 uses	Wind attribute attack power +7%

Figure: Brynhildr

Condition: Number of times Eleanor's Holy Servitude is used

1	100 times	術Power 1.2x, Skill Power 0.8x Earth attribute attack power +7%
2	1000回	Water attribute attack power +7%
3	10,000 times	Stagger time extension depending on the used technique

Schwertlaiten

Condition: Number of uses of Eleanor's Break Soul

1	200 times	Power increases according to technique usage BG increase when Break Soul is 1.12x; increase i
2	1000 times	n probabilistic effects according to the techniqu
3	5000 times	e used; BG increase when Break Soul is 1.12x

Disintegrate

Condition: Number of Eleanor's Secret Techniques used

1	30 times	Stagger duration extended according to the technique used; maximum BG +1
2	250th	Maximum BG + 1
3	1000回	Using techniques increases the usage count by 2x

Figure: Eleonor

Condition: Number of battles with Eleanor at the front of the formation

1	25 times	Knockback duration increases according to the used technique; 40% reduction in poison effects
2	150 times	Extends steel body duration according to the used
3	500 times	technique; increases Soul limit by 1

Smash Beauty

Condition: Number of enemies defeated by Eleanor

1	450体	Stagger time extension depending on the used technique HP recovered by 50 when defeating enemies
2	2500 HP	Power increases according to technique usage
3	10000体	Techniques damage increases in proportion to the number of consecutive hits

Combo Artist

Condition: The number of enemies defeated by Eleanor after dealing more than 40 hits

1	10 times	Probability Effect Increase According to Used Techniques Spells damage increases proportionally to consecutive hit count
2	40th	SG consumption is reduced according to the spell being used
3	100 times	Poison potency 1.15x

Wake Killer

Condition: Number of times Eleanor triggered a weakness combo

1	50 times	Probability effects increase according to the technique used When a weakness combo occurs, return SG increases by 10%
2	500 times	Power increases according to the technique used
3	5000 times	Water attribute additional hit added to the initial stage technique

Hyper Jamer

Condition: Number of times Eleanor stunned an enemy

1	50 times	Damage reduction during stun +25% Stun duration on enemy increased by 1.1x
2	500 times	Stagger time extension depending on the used technique
3	2500 uses	Damage reduction during stun +25%

④ Crafty Spearman

Condition: Number of times Eleanor inflicted status ailments on enemies

1	20 times	Damage reduction +25% when defending, and 40% reduction of paralysis effect
2	200 times	Defense: Damage Reduction +25%
3	2000 times	When enemies are infected with severe poison, magic defense increases by 30%

Super Princess

Condition: Number of times Eleanor appeared in the Switch Blast

1	10 times	When incapacitated, BG will not decrease When substituted and enters the battle, HP recovers by 5%
2	50 times	Power increases according to the used technique
3	200 times	When substituted and enters the battle, HP recovers by 10%

Shade Stepper

Condition: Number of attacks avoided by Eleanor's Around Step

1	30 times	Knockback duration lengthens according to the techniques used; During substit ution appearance, invincibility time increases by 2 seconds
2	400 times	Steel body time extension depending on the technique used; i
3	4000 times	nvincibility time +3 seconds when switching in

Soul Master

Condition: Number of times Eleanor steals souls from enemies

1	300 times	Extend stagger time according to the spell technique used When substituted in, prevents status ailments for 10 seconds
2	2500 uses	Reduce SG consumption according to the spell technique used
3	7777回	When substituted in, prevents status ailments for 20 seconds

Item Hacker

Condition: Number of item drops from enemies Eleanor has defeated

1	30 items	Consumption SG reduction according to the technique used / Enemy equipment drop rate increased by 1.2
2	200 units	x / Knockback duration extended according to the technique u
3	700 pieces	sed / Enemy equipment drop rate increased by 1.2x

Master Arms

Condition: Number of Master Skill acquired by Eleanor

120 items		Extend steel body duration according to the techniqu es used; Master Skill acquisition speed +14%; po
2	50個	wer increases according to the techniques us
3	100個	ed; initial Soul +1

Enhanced Equipment Archer

Condition: Total enhancement of equipment carried by Eleanor

1	10 times	SG consumption reduction according to the technique used Master Skill acquisition speed +10%
2	30 times	Stagger duration extended according to the technique used
3	45 uses	Master Skill acquisition speed +14%

Treasure Hunter

Condition: Number of new treasure chests opened

1	40 pieces	Reduction of SG consumption according to the used techniqu e; +8% for “Winged” performance
2	120 pieces	術Defense 1.1x
3	300 pieces	“対 「有翼」 性能+10%”

Expert Herbalist

Condition: Number of herbs found

1	20	Power increases according to the spells used Against “妖魔” Performance +10%
2	80	術Attack 1.15x
3	120	Against “Demon” Performance +10%

Marathon Runner

Condition: Map movement distance

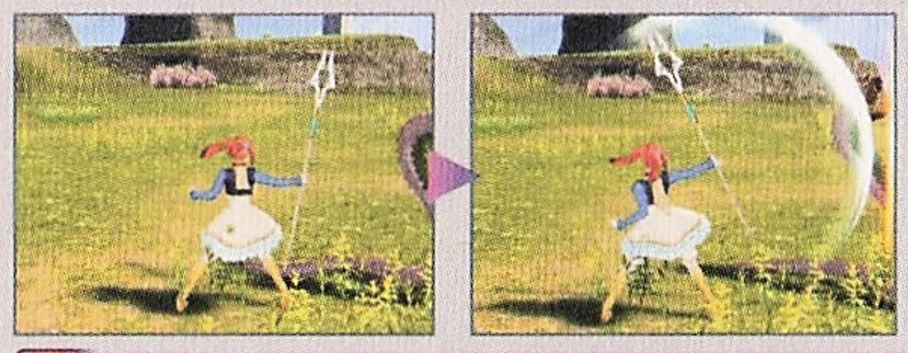
1	40,000 m	Stagger time extension depending on the used technique Against "Musu" performance +10%
2	200000m	Concentration 1.15x
3	500000m	Against "Musu" performance +10%

Chat Freak

Condition: New chat playback count

1	90 times	Duration of steel skin extends according to the technique used Against "Armor" Performance +10%
2	250th	Burning damage 1.15x
3	350 times	Against “Armored” performance +12%

Special Skill — Senka (Sakigake)



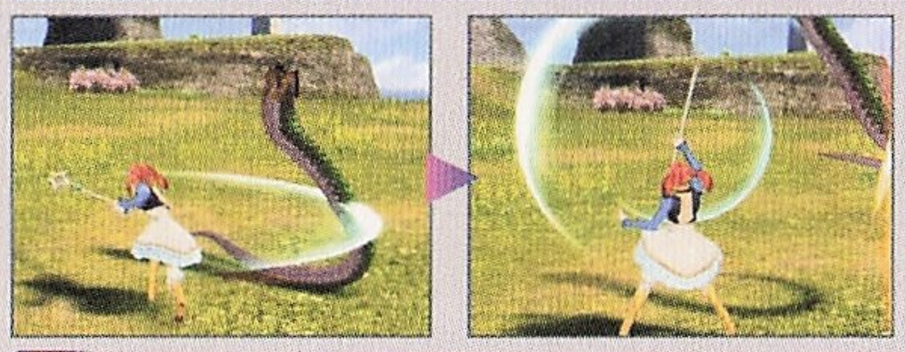
Learning conditions	Learned from the start		
Derived technique	Double Charge		
SG consumption	6	Casting time	—
Number of hits	2	Power	100
Probability effect	Stun (48)		

Step forward one pace and rotate the spear vertically. It can reach from a positi on about one step away, but for two hits it's more reliable to get a bit closer.

Toou!

↘Special Skill — Zanka (Zan-ka)

2 Legless



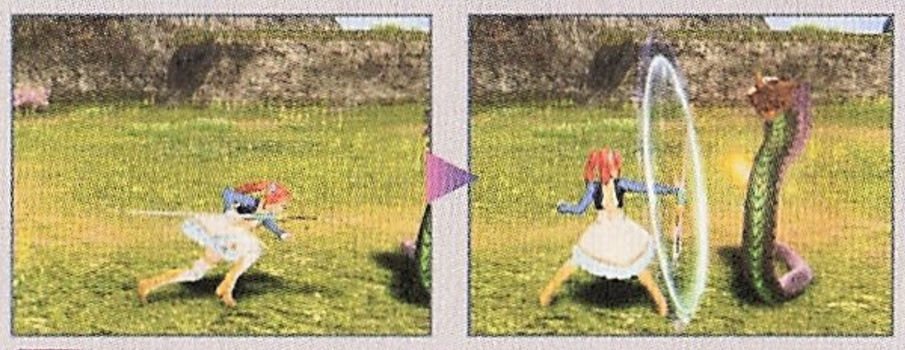
Acquisition conditions	Learned from the start		
Derived technique	Spear Streak (A), Spinning Top (()), Flame Moon Ring (O), Double Charge (X)		
SG cost	5	Casting Time	—
Hit count	1	Power	100
Probability effect	Stun (48)		

The attack direction changes with a button and the or button spins the spear vertically, while the oro button s wings the spear left and right. Attacks to the left and right tend to wrap around the surroundings.

Haaa!

↘Special Skill — Futagae (Futagai)

無



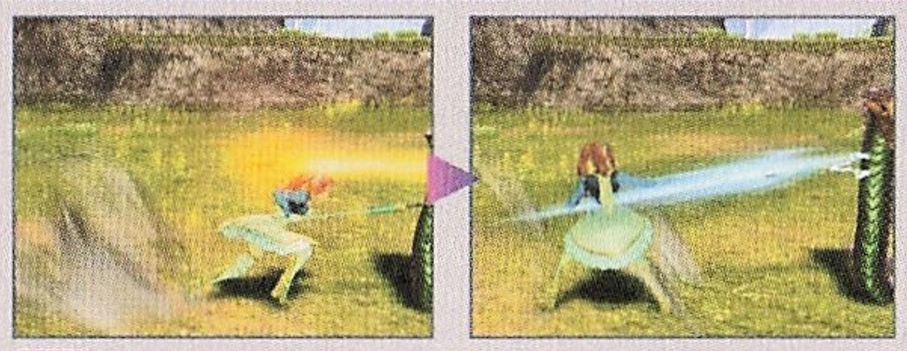
Learning conditions	Learned from the start		
Derived technique	San-ka		
SG consumption	8	Casting time	—
Number of hits	3	Power	160
Probability effect	HP Absorption (20%)		

Raise the spear in front and rotate it horizontally. The reach is not very long, but the horizon tal range is wide, making it easy to envelop enemies approaching from the front.

teitei!

Special Skill — Retsusō spear (Retsusō)

無 Shell



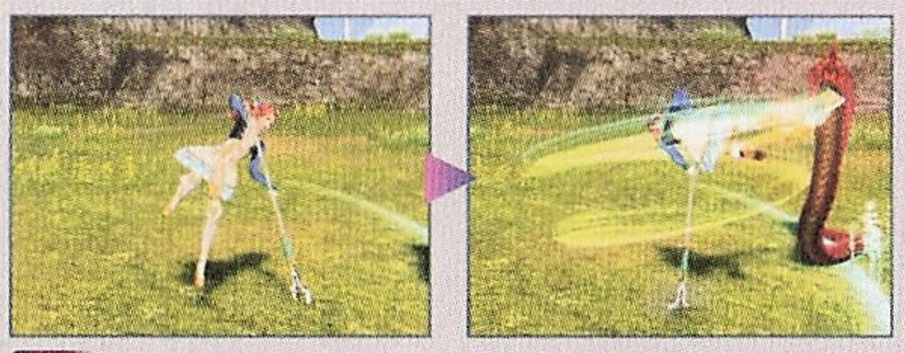
Learning conditions	Learned from the start		
Derived technique	Sankyashurai (San-ga jiheita? Translation: "Scattered Fang Snake Droop" - leave as a transliteration if unclear)		
SG consumption	10	Casting time	—
Number of hits	1	Power	200
Probability effect	HP absorption (24%)		

Step forward boldly and thrust the spear forward with great momentum. The range is about two steps, and struck enemies are pushed far backward.

Rend Spear!

Special Ski — Whirled Spinner (Tsumujigoma)

e Wind: With Wings



Learning conditions	Lv.21		
Derived technique	Shadow Earth 竜		
SG consumption	9	Casting time	—
Number of hits	3	Power	160
Probability effect	Fatigue (5%)		

With a spear planted into the ground as a pivot, it spins like a top and releases a kick using ce ntrifugal force. It can attack in all directions, and enemies hit are blasted to the left.

Spin Top!

Special Skill: Flame Moon Ring (Engetsurin)

· Fire White Celebration

Learning conditions	Lv.23		
Derived technique	Ascending Bubble Strike		
SG consumption	12	Casting time	—
Number of hits	3	Power	210
Probability effect	Burn (5%)		

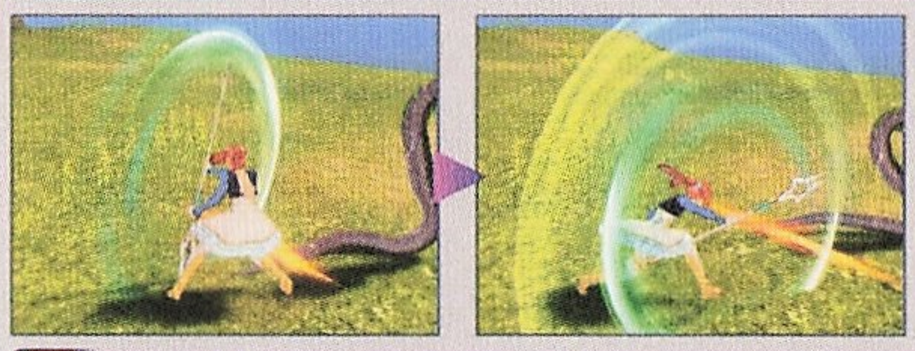
Step forward to the right while swinging a spear surrounded by flames with great momentum. It can attack enemies around the user all at once, and enemies hit are blasted to the right.

Flame Moon Ring !

San-ka (Han−ka)

↘ Special Skill

Nothing Indefinite



Learning conditions	Learned from the start		
Derived technique	蔓落		
SG consumption	10	Casting time	—
Number of hits	4	Power	190
Probability effect	Stun (6.2%)		

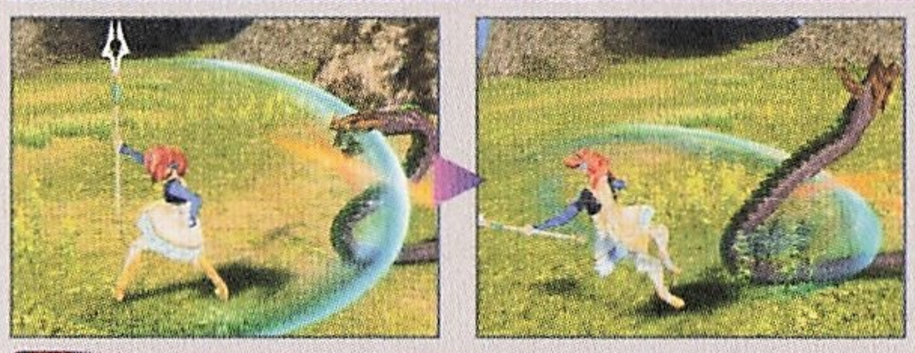
Spin the spear rapidly to sweep forward enemies from left to right and cut them down. It ha s a range approximately equal to one Step, covering everything around the user.

Hey hey!

Snake of Scattered Fangs (Sanga Jassui)

Special Skill

6 Water 2 Legless



Acquisition conditions	Lv.25		
Derived technique	Six-Strike Six-Chain		
SG cost	14	Casting time	—
Hit count	4	Power	230
[Probabilistic Effect	Poison (6.2%)		

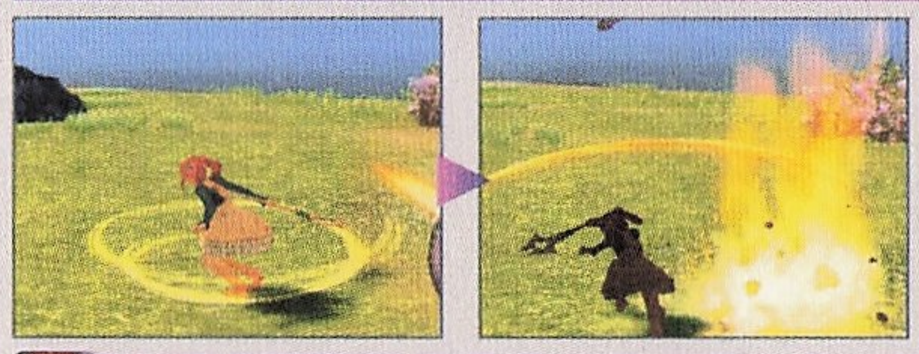
Step forward with a spear to slash quickly, pull enemies toward you as you retreat, and deliver a flurry of rapid strikes. Because you swing the spear widely, you are less likely to be hindered by opponents nearby.

Scattered Fangs Snake !

Shadow Earth Dragon (Kage Doryu)

Technical Skill

地 竜



Learning conditions	Lv.31		
Derived technique	Burning Ground Annihilation Pierce		
SG consumption	16	Casting time	—
Number of hits	3	Power	310
Probability effect	Stun Feet (6.2%)		

Step to the left while slashing the ground in front to gouge it, releasing spiritual power. It tends t o sweep across enemies in the horizontal direction, and enemies hit are blown to the left.

Shadow Earth Dragon!

Shōsōhōgeki

↘ Special Skill

6 Water With wings

Acquisition Conditions	Lv.37		
Derived Technique	Burning Ground Annihilation Pierce		
SG Cost	18	Casting time	—
Hit count	4	Power	400
Probabilistic Effects	HP Absorption (26%)		

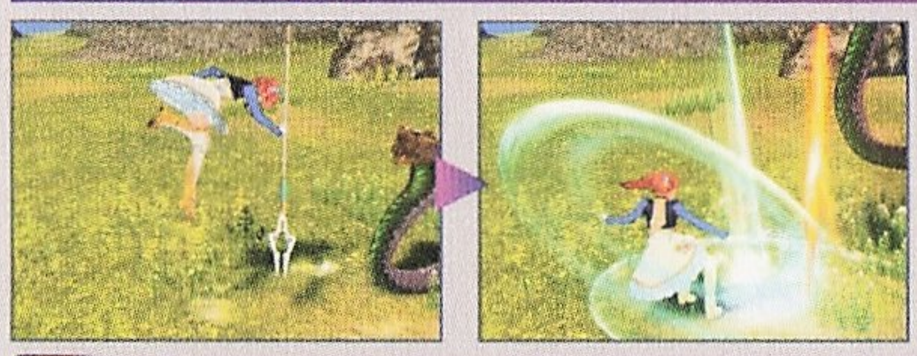
Wielding a spear wrapped in water spiritual energy, the user rises while dancing. It tends to engulf surro unding enemies, and it can blow the hit enemies toward the right direction as a group.

Shōsōhōgeki

Vine Fall (Kazaruaotoshi)

Special Skill

No Feet



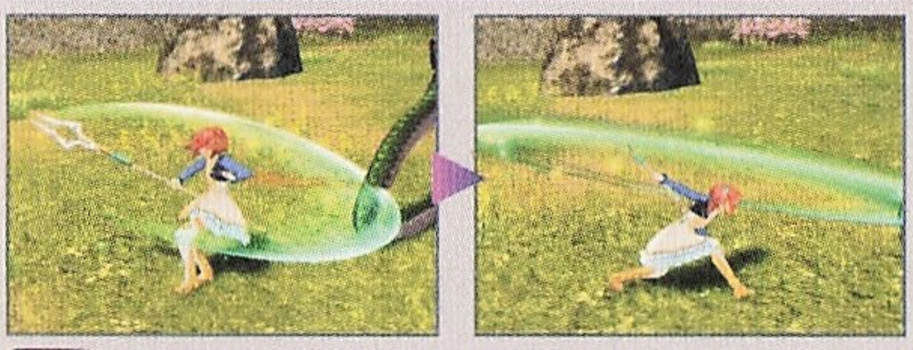
Learning conditions	Innately Learned		
Derived technique	Pioneer		
SG consumption	12	Casting time	—
Number of hits	2	Power	240
Probability effect	Stun (90)		

Drive the spear into the ground and leap, delivering a heel drop and slashes from above. The range is surprisingly wide, capable of hitting about the area of one step around the enemy.

一起加油！

Six-Row Six-Sequence (Mu-Gyō-Riku-Ren)

Technical Skill



Acquisition conditions	Lv.43		
Derivative techniques	斬華		
SG consumption	20	Casting time	—
Hit count	6	Power	280
[Probability effects	Stun (90)		

A flowing series of spear and kicks, moving forward while attacking, allow ing you to strike enemies behind the target all at once.

SixSix Ren!

Blazing Earth Destruction (Shaku-chi Messhin)

Technical Skill

○ Fire ○ 地 Demon

Learning conditions	Lv.45		
Derived technique	Thunder Fang Roaring Flash		
SG consumption	24	Casting time	—
Number of hits	4	Power	370
Probability effect	Burn (7.5%)		

He thrusts the spear at his feet, releasing heat from the ground. It has a wide horizontal range and can greatly lift enemies hit straight upward.

Blazing Earth Cleave!

Thunder Fang Thunderbolt (Raiga Gōsen)

↘ Special Skill

⑥ Water Armor

Acquisition conditions	Lv.48		
Derived technique	Burning Ground Annihilation Pierce		
SG cost	30	Casting time	—
Hit count	2	Power	480
Probability effect	Stun (7.5%)		

Immediately after spinning the spear above his head, he drops lightning in front, behind, and to both sides. The bolt lands on enemies blown away by the spear strike, making it effective at close range.

Lightning [illegible] Flash!

Spiritual Spear Beast Flame (Reisō Jūen)

Sacred Slavery Technique

⑤ Fire White Doctor

Acquisition Conditions	Already learned from the start		
Derived Technique	Spiritual Spear Sky Spin		
消費SG	20	Casting time	1 second
Hit Count	2	Power	300
[Probabilistic Effect	Burn (10%)		

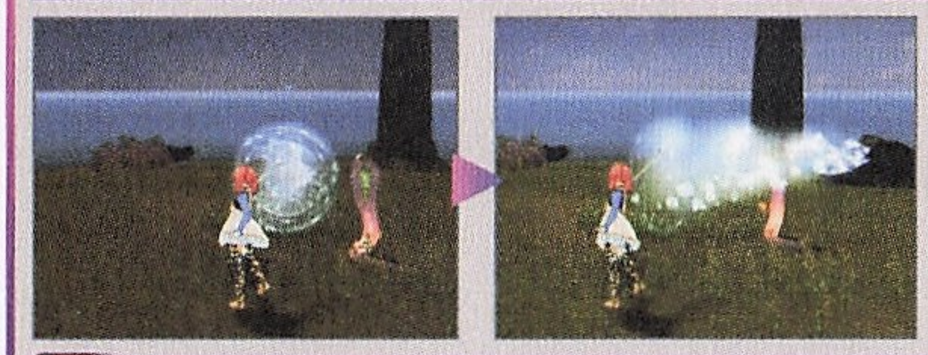
From the spear, a giant fireball is created and launched forward. The casting time is short, and the projectile speed is fast, making it easy to use. Hit enemies are lifted into the air, and with a certain probability they are knocked down.

Line up, Crimson! Spiritual Spear Beast Flame!

Spiritual Spear Ice Blade (Reisō Hyōjin)

Sacred Slavery Technique

Mountainous 6 Water



Acquisition Conditions	Already learned from the start		
Derived Technique	Spirit Formation: Rock Slave		
SG Cost	25	Casting time	1.17 seconds
Hit count	3	Power	420
Probabilistic Effects	Poison (10%)		

From the spear, ice blades are emitted in a radial pattern. The range extends about four steps, allowing you to attack enemies directly in front collectively. Hit enemies are slightly knocked back.

描く蒼穹! Spiritual Spear Ice Blade!

Spiritual Spear Sky Spin

圣隸术

Wind Wings

Learning conditions	Lv.20		
Derived technique	Spirit Array: Thunder Spread		
SG consumption	30	Casting time	1.67 seconds
Number of hits	4	Power	540
Probability effect	Fatigue (12%)		

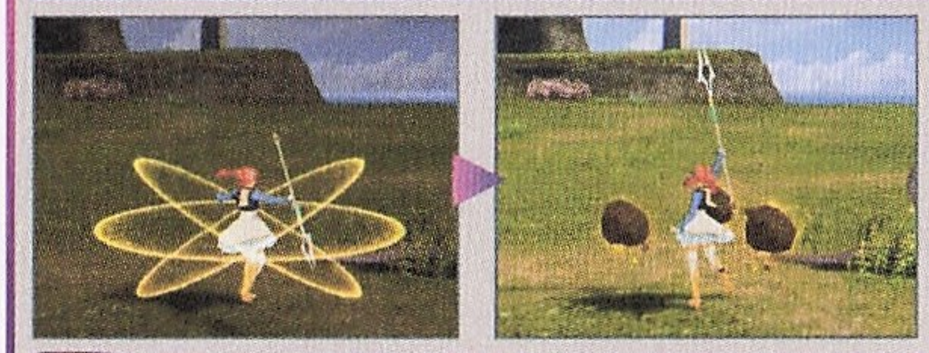
A tornado generated from the spear sweeps up enemies in a straight line. Its range crosses almost the entire combat area, and supporting allies from a safe position is also effective.

Pierce Green Jade! Spirit Spear: Sky Whirl!

Spirit Array: Rock Slave (Reijin: Gandō)

Holy Servant Magic M

Mountain Terrain Armor



Learning conditions	Lv.22		
Derived technique	Spirit Array: Purple Light		
SG consumption	32	Casting time	1.17 seconds
Number of hits	3	Power	300
Probability effect	Blunt Foot (12%)		

Spin three rock masses around oneself to deal damage to touching enemies.

If used before approaching enemies, you can fight while defending against their attacks.

Protector Black Falcon! Spirit Seal - Rock Slave!

Sacred Slavery Technique

Spirit Seal - Thunder Dispersion (Reijin Raisan)

⑥ Water Wind Demon

Acquisition conditions	Lv.27		
Derived technique	Spirit Healing Gyro Method		
SG cost	35	Casting time	2.17 seconds
Hit count	2	Power	750
Probability effect	Mahī (15%)		

Strike雷 to a wide area in front of the user in a continuous manner. The range is about as long as three steps, but the effect area is wide enough to sweep up many densely packed enemies.

Let the heavens roar! Spirit Formation: Lightning Scatter!

Sacred Slavery Technique

Spirit Formation: Purple Light (Reijin Shikō)

Huang Wuxi Tong

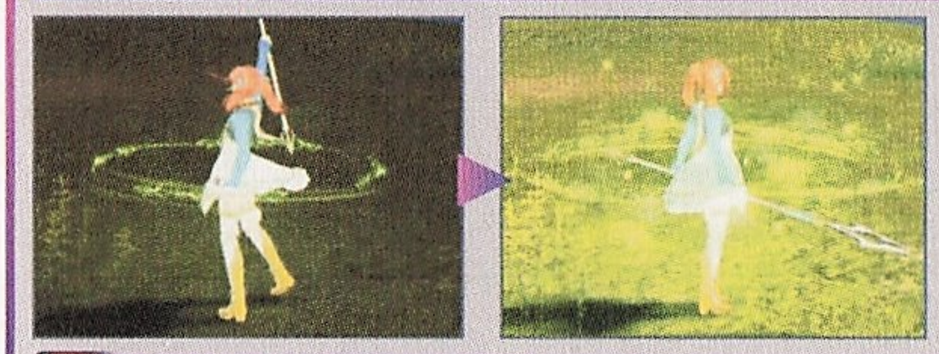
Acquisition conditions	Lv.52		
Derived technique	Healing Rebirth Technique		
SG cost	40	Casting time	3 seconds
Hit count	3	Power	1000
Probabilistic Effects	HP Absorption (50%)		

Deploy a light field that concentrates on the user and draws enemies toward them. The range is about 1.5 steps, somewhat narrow, but it can gather enemies into one spot.

Encounter me, Shion! Spirit Formation: Purple Light!

Gold Recovery Magic

Spirit Healing: Gathering Breath Method (Rei yū Shūkiho)



Acquisition Conditions	Inherent Skill Learned from the Start		
Derived Technique	Spirit Healing Rebirth Technique		
SG Cost	30	Casting time	3.33 seconds
Hit count	1	Power	210
Probability effect	HP Recovery (100%), Stun Removal (100%)		

Recovers HP within an extremely narrow area centered on the target and removes stuns. When allies a re not nearly adjacent, multiple heals cannot be performed, but this is a valuable healing method.

Light, Gather and Heal! Spirit Healing and Gathering Qi Technique!

Recovery Magic

Spirit Healing and Rebirth Technique (Reii Kaisei-kou)

G Water

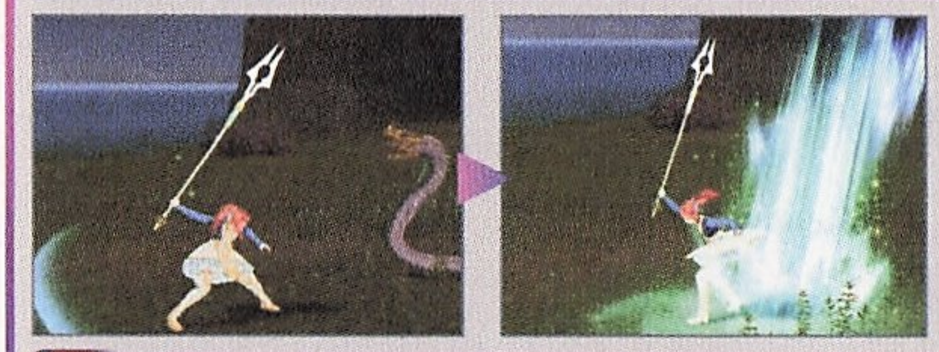
Learning Condition: Level 40			
Derived Technique	—		
SG Cost	80	Casting time	6.5 seconds
Hit count	1	Power	300
Probabilistic Effects	Revival of incapacitated targets (100%), Removal of stat reductions (100%)		

Heals HP within an area around the target and removes incapacitation and stat reductions. The effective range is slig htly wider than that of “Spirit Healing and Gathering Qi Technique,” and the healing amount is somewhat higher.

Light よ、 Perform the Roaming Miracle! Spirit Healing and Rebirth Technique!

Break Aerial Slash

無



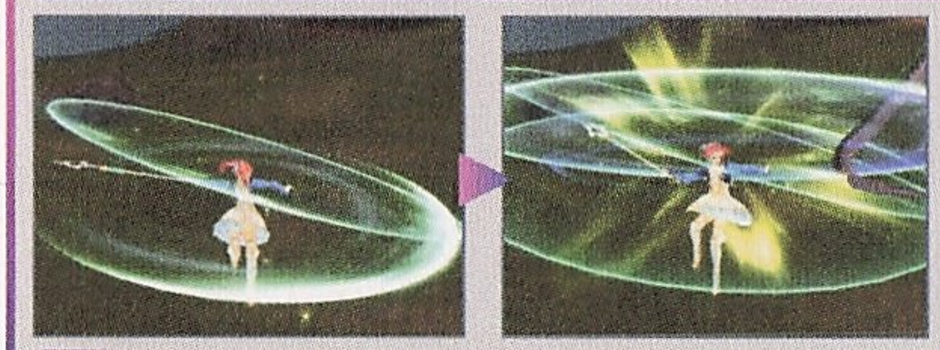
Learning Conditions	Learned from the start		
Activation Conditions	Soul above 3, hold the R2 button to unleash p		
Hit count	2	ower	350
Probability effect	HP 20% recovery (100%), BG recovery (100%)		

Swing the spear vigorously upward, launching the hit enemy high into the air. Do not miss the falling opp onent, and continue the follow-up with another technique. Additionally, there is a chance to knock down.

Let it thunder in the heavens!

Break Slash ZweI

無



Learning Conditions	Lv.29		
Activation Conditions	Soul 3 or higher and during the activation of "Aerial Slash," hold th e R2 button		
Hit Count / P	3	Power	550
robability Effect	HP recovery by 40% (100%), BG recovery by 15 (100%)		

Chasing the floating enemy with the "Aerial Slash," leaps into the air and slices t he target in midair. The final strike drives the target into the ground.

Here we go! Zwei!

3 Break — Strash Dry

Learning Conditions: After defeating the Miracle Mimic with Lv.60 and with eight-headed Dragon Canopus, while Soul is 3 or higher and "Strash Zwei" is active, [illegible] the R2 button

Activation Conditions:

Hit count: 11 — Power: 750

Probability effect: HP 10% recovery (100%), BG 30 recovery (100%)

With "Strash Zwei," rapidly strike fallen enemies on the ground with a succession of fast thrusts. The effect spreads outward in a radial pattern, and finally you thrust forward with a spear to charge.

This is the finish! Dry!

Secret Lid — Spiral Hale

Learning Conditions: Learned from the start

Activation Conditions: BG3 or higher, during a combo, hold the L2 b

Hit count: utton for 10 power — Power: 2090

Probability effect: —

With rapid consecutive thrusts, lift enemies into the air, then chase airborne foes with a tornado formed from the spear. Can engulf enemies within a forward range roughly equivalent to two steps.

Secret Technique! Spiral... Hall!

Secret Techniques — Lost Phone Drive

None

Learning Conditions: Lv.34

Activation Conditions: At BG4 or higher, after performing eight or more combos, hold down the L2 button to unleash 16 power.

Hit count: — Power: 3562

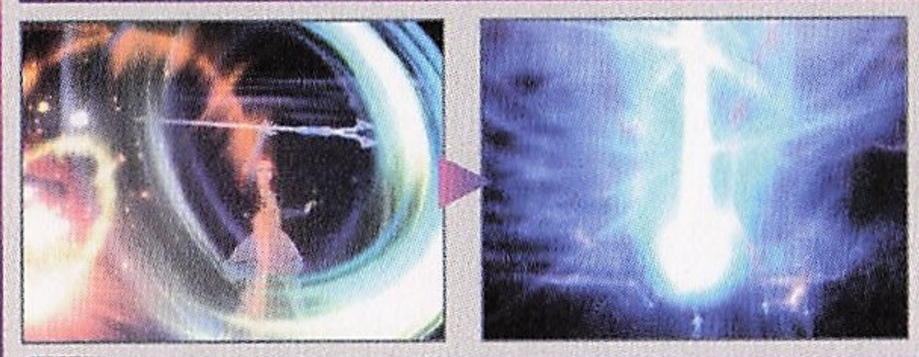
Probability effect: —

From a dancing series of spear swings, follow with a rapid thrust, converging the gathered spiritual power and releasing it forward. A strike powered by spiritual power can reach roughly five steps ahead.

Let it resonate! Gather yourselves! Become the blade that annihilates all! Lost Phone... Drive!!

Secret Technique: Gungnir Twister

Mind



Learning Conditions: Lv.63 and after learning "Strash Dry" While B

Activation Conditions: G5 or higher and "Strash Dry" is active, hold L2 for a [illegible] Button press

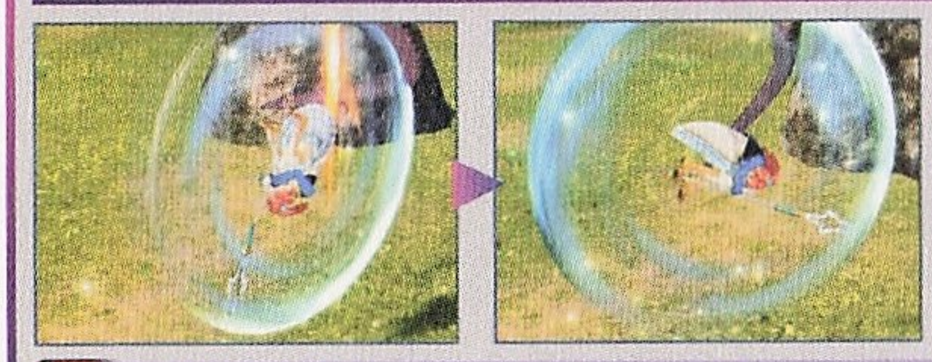
Hit count: 15 — Power: 5500

Probability effect: —

Spin rapidly to greatly lift enemies and pierce them with the spiritual power that releases those above from the spear. It can strike enemies within roughly the distance of one step by drawing them in.

A thrust borne of conviction... Even the sky shall be pierced!! The aim is one point! Gungnir Twister!!

↘ Switch — Blame Roll



Learning Conditions: Learned from the start

Activation condition: Above BG1, press the Up or Down directional key

Hit count: 3 — Power: 300

Probabilistic Effects: Arcane Attack Steal (100%)

Raise the spear, spin, and slash enemies, sending them flying. The enemies hit are pushed behind the user and are blown away, but with Eleanor's long reach, follow-up attacks are easy to land.

Leave it to me!

Cooperation Secret Techniques

After clearing the game, if you defeat a specific boss in the EX Dungeon: Steps to Heaven, you can obtain the Demon Wind Crystal, which is the con dition for triggering the Co-op Secret Technique. Corresponding character Since a Switch Blast is required, if you're aiming to trigger it, make o ne of them a sub-member. The Secret Cooperative Techniques are t he most powerful among all techniques, and they have a weakness When linked from combinations, it can unleash astonishing damage.

Let's keep an eye on Kuta's BG. The activati on method is relatively easy. Each character

How to Activate Cooperative Secret Techniques

Obtain the Wind Crystals required to activate each Cooperative Secret Art on the Stairway to Heaven

↓

During the cooperative Secret Ultimate Move, when each participating character's BG is at leas

↓

t 5, perform a Switch Blast with one of the participating characters during the combo and press the corresponding character's Switch Blast together with the L2 button.

Spirit Wind Crystal Necessary to Activate Coordinated Secret Oath

Names	Effect	Enemies that drop loot	Details
Kensei Blade's Magical Wind Crystal	When Velvet and Ryphiset's cooperative secret technique, "Inumerable Wound," becomes available for activation	Basilisk	P213
Twin Fist's Magical Wind Crystal	When Lockro and Eisen's cooperative secret technique, "Finality Zeast," becomes available for activation	イルルヤンカシュ	P214
Spear's Magical Wind Crystal	When Magillu and Eleanor's cooperative secret technique, "Penetrate Excellion," becomes available for activation	Fabnile	P216

Secret Techniques — Immurable Wound

Let's go, Velvet! — I will settle this! Desperate Ougi! (Secret Killing Move) — Spread arou — nd! Immurable Wound!!

Learning Conditions	"Sword Leaf Magic Wind Crystal" Obtained (Cleared the Stairway to Heaven, Room 2)
Activation Conditions	When BG5 or higher for both Velvet and Lapisette, during combo Activate Switch Blast + press L2 simultaneously
Hit Count / P	12 — Power — 10000
robability Effect	—

Raising the paper leaves scattered by Lapisette to form a stepping stone, Velvet slashes the enemy wh ile leaping into the air. On the falling enemy, she strikes with spiritual power and slashing blows.

Secret Ougi Finality Zenith

It's time to clearly distinguish black and white! — We have to attach it! — Before that! — The enemy right in front of you! — Take them out! Finality est!

Learning Conditions	After obtaining the "Twin Fists of the Demon Wind Crystal" (clearing the Stairw ay to Heaven, Room 4) with Rocro and Aizen at BG5 or higher, during combo, trig ger Switch Blast + L2 press simultaneously
Activation Conditions	
Hit Count / P	14 — Power — 10000
robability Effect	—

Rocro and Aizen, who are positioned to sandwich the target, strike alternately, chaining r apid consecutive blows into a final, powerful strike that hurls the enemy far into the sky.

A Secret Technique — Penetrate Excellion

We will pierce through everything! — It's a念 of念! It's a Big Fusion! — Anyway, let's go! — enemies. Penetrate Excellion!!

Learning Conditions	After obtaining the "Spear of the Spirit Wind Crystal" (clearing Stairway to H eaven, Room 6) with Magiruu and Eleanor at BG5 or higher, during combo, trig ger Switch Blast + L2 press simultaneously
Activation Conditions	
Hit Count / P	15 — Power — 10000
robability Effect	—

Eleanor throws a spear infused with spiritual power, and Magilou strengthens it so that the spear pierces enemies and flies forward. The spear shifts its trajectory upward and detonates in a massive explosion along with the

Scenario

Scenario

Tales of Berseria

Perfect Guide

Main Episode Progression Chart

We are presenting the main episode flow for display in the synop sis title and event list. Check the timing of party members joinin g and the release schedule of various systems together with it.

Release Timing for Various Systems

As you advance the main episode in this work, various systems such as cooking, equipment disassembly and enhancement, and secret arts will be unlocked, and sub-episodes and chat events will occur at certain times. This book describes when each element appears and is unlocked.

Regarding the period, the main episode numbers listed here a re described, so please refer to them if you are unsure. Additio nally, the timing of the initial joining of party members and the release timing of major systems are also noted.

No.	Plot Title	Main Episode Number	Initial Joining Members and Unlocked Elements	Description
No.1	In a Corner of a World That Is Crumbling	1 Let's go on a Uriboar hunt!		P95
		2 Let's buy Lafi's medicine and take it home		P95
		3 Return home to prepare dinner		P95
		4 Let's cook dinner for Lafi		P95
No.2	~Descent~ The Day of Beginning	5 Where is Raifiset?!		P95
		6 The two siblings go to pick flowers		P95
No.3	Howl Beneath the Moon	7 Rafi disappeared on a crimson night		P95
No.4	Black Flame Rises	3 Escape Begins	Titles Unlocked	P97
		9 Slip past the demon-hunting guards		P97
		10 Escape from Prison Island Titania	Break Soul Unlocked	P97
No.5	Frozen Wasteland	11 How to repair the ship?	Cat Kid Box Unlocked	P99
		12 Hunt the Demon Dariel	Cooking, Rock Destruction, and Denore Bottles are Unlocked	P101
		13 Negotiations with the Merchant Fleet	Equipment Enhancement and Disassembly Unlocked	P101
		Break the Trap of the Demon Slayer Theresa!		P101
		航海 to the Capital	Wandering Enemies Will Begin Appearing	P101
No.6	The Ship Carries Death and Resolve	16 Alliance with Pirates	Be able to burn vines P103	
No.7	Fortress Assault	17 Assault on the Port City Fort Fort Totigan	Ultimate technique unlocked P105	
No.8	Living Proof			
No.9	そして、海は広がる			
No.10	Pristine World	To the royal capital Rogless	Exploration of the Mysterious Sea, Advantage/Risky/ Dangerous Encounters Unlocked	P107
		Scenes of the royal capital		P109
No.11	Dark Request ・ Destruction of Supplies	To obtain information about the instructor	Information gathering for Type A hunting, Inov Bottle unlocked	P109
No.12	Request of Darkness: Missing Person Search			
No.13	Dark Quest: Eliminate the Raiders			
No.14	Even at the King's Retreat, Darkness Lingers	21 Eliminate Priest Gideon	Switch Blast unlocked	P111
No.15	To the Throne of the Saint	22 To the Saint's Throne		P113
		23 Defeat the Mentor Altoirus		P113
No.16	Fangs, Still Unbroken	24 Escape from the Otherworld		P113

No.	Plot Title	Main Episode Number	Initial Joining Members and Unlocked Elements'	Description
No.17	Eleanor Trapped	25	Seek the Witch-Hunter	P115
		26	A Little Rest	P115
		27	Wandering the Struck-From Land	P115
No.18	Swordmaster and Sword Arts	[28]	Supreme Devil Hunter Shigure Appears	P117
		29	Aiming for the Southgand Domai	P117
No.19	The Discord Between Sea and Wind	30	Warlord-Tyrant Outbreak	P119
		31	Traps Lurking in Roraina	P121
		32	Each's Style	P121
		133	Aim Again for the Southgand Domain	P121
No.20	The Price of Tuning	34	Mysterious Woman Grimmoire	P123
		135	Decipher Kanonushi's Ancient Texts	P124
		36	Seek the Mystery of the Eater	Unleashing of the GRADE pair battle bonus P125
		37	Pull the Eater away from the Meridian Points	P127
No.21	Winged One	38	The Request of the Blood Wing Butterfly and the Hideout Search	P129
		39	Moana's Request	P129
No.22	Seek the Demon in the World	40	Plan to Detect the Tensorial (Pauline) Energy Points	Equipment Enhancement Up to 6 Stages Unlocked P129
		41	Days at the Hideout	P129
No.23	Dragon Who Whirls the Wind	42	In Search of the Next Carnivorous Demon	Rare Boards Unlocked P131
		43	The Thoughts of the Holy Servants	P131
No.24	The Snake That Swallowed Love	44	Back to the Northern Lands	P133
		45	The True Faces of the Carnivorous Demons	P133
No.25	Fragments of Paradise	46	East-Gando Region's Vein Point	P135
		47	In One's Hometown...	P137
		48	The Monster Eater	P138
No.26	Forbidden Trump Card	49	To a New Vein Point	P141
		150	Teresa as Hostage	Equipment Enhancement to 9 Stages Unlocked P141
		51	Failed to Capture Monster	P141
No.27	God's Dwelling Place	2	Titania Offensive and Defensive Battle	P141
No.28	Karma of Despair	53	Wandering Heart of the Geomancy	P143
No.29	For Whom Are Those Fangs?	54	Escape from Enemy Ground!	P145
		55	Return to Reality	P145
No.30	Fists of the Grim Reaper, Hot	56	Assault, Infernalized Eyfrid	Obtain "Deno Nobel Bottle ∞" P145
		157	Awaken the Four Holy Lords	P145
No.31	Wave of Kanonushi	58	Anomalous Situation Occurred!	P147
		159	To Prevent Stabilization	P147
		60	To Kilrael Volcano	P147
		6	Challenging the Holy Dormitory	P147
No.32	My Name Is Calamity	62	In the City of Aurora	P149
No.33	Two Swordsmen	63	Defeat the Elites	P149
No.34	~Maevin~ The World's Observers	64	Remaining: Melchior	P149
No.35	Life, Bite Down	65	To the Final Battlefield	Acquire the "Innov Bottle ∞", unlock each character's third secret technique P152
Ending				

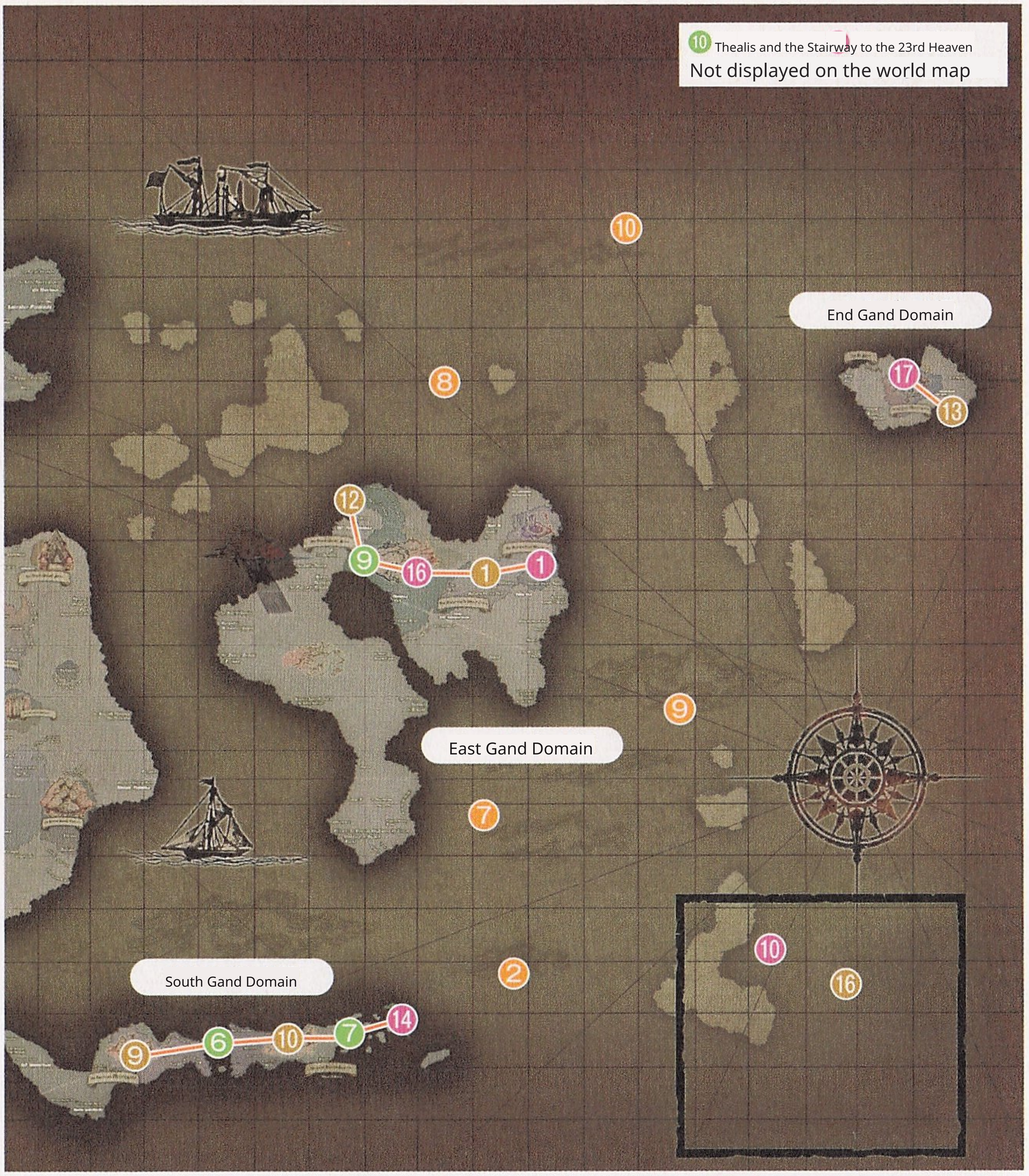
World Map

Town

1	The Nostalgic Village Avall	P94, 137
2	The Silent Northern Capital Heravyssa	P99
3	Snow-Covered Village Beazley	P100
4	The Trading Hub Wexon Port	P106
5	The Glorious Capital Logres	P108
6	Mining Outpost Kadnix Port	P117
7	Waterfront Village Lenide	P118
8	塔 of the Demon Slayer Rawaine	P121
9	Southern Pearl City Izult	P122
10	Old Faith Village Hariya	P124
11	Village of Pioneering Stoneberry	P131
12	Eastern Cliff City Tarieshin	P134
13	Frontier Region Lionel Island Pier	P139
14	Ice-Cbound City Meirushio	P147
15	Dreamed Paradise: Village of Nekonin	P157
16	Kyofo Island: Norumin Island	P161

Dungeon

1	The Forest of Repose Dyeing in Autumn Leaves	P95, 138
2	Prison Island: Titania	P96, 128
3	The Northern Cave Hadlow Swamp Pit	P100
4	The Underground Passage West Laban Cavern	P102
5	The Sea Gate Fortress Vortigan	P104
6	Deep Lake Marshes Garis Lake Road	P108
7	Waterworks Royal Capital Underground passage	P110
8	Holy Investigation Headquarters Roguelees Palace	P111
9	New Holy Temple Seat of the Saint	P112
10	Riverbed of Natural Power	P113, 142, 173
11	Forgotten Ruins Evolk Ruins	P114
12	Mining Ruins: Vester Tunnels	P116
13	Green Labyrinth Wargh Forest	P120
14	Southern Ruins: Temple Paramedes	P126
15	Northern Pass: Foldis Ruins	P132
16	Red Primeval Forest: Morgana's Woods	P136



17	Ruins of the Old Kingdom Belnoid Marsh	P140
18	Earth Vein Eruption Point: Kirarausu Volcano	P148
19	Sky Manifestation Eight-Headed Dragon Kanushi	P150
20	Subterranean Passage East Laban Cave	P163
21	Misty Bewitching Davaar Forest	P165
22	Lord of the Abyss: Zamar Bell Cavern	P167
23	World's Secret: Stairway to Heaven	P212

Field

1	Figal Snowfield	P98
2	Brunerak Plateau Continent Contact	P103
3	Central Main Line thena Way	P107
4	Wind-Caused Valley Brigitte Gorge	P115
5	Water Sound Cutting Norg Marsh	P119
6	Southern Sea Breeze Makiriru Beach	P123
7	Rocky coast under strange rocks Manan Sea Reef	P125
8	Vibrant Land Ardinia Grassland	P130
9	Silent Prunaha Lakeside Cliff Trail	P135
10	Experiment Space The Charis	P143
11	The Island That Was Erased: Curse Land	P144
12	Survival Boundary Zone: Gaibruck Icelands	P146

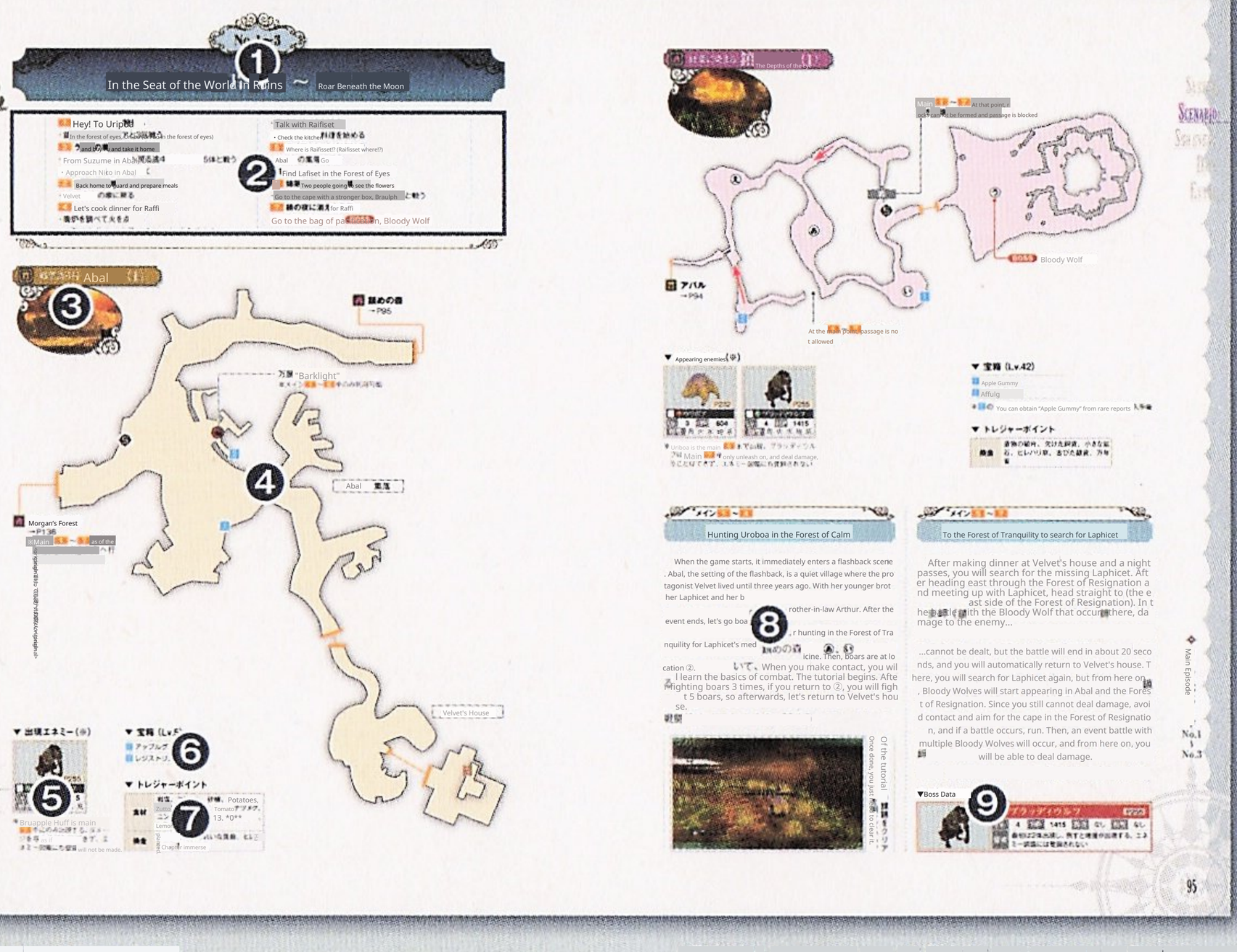
Fourth Administrative District

1	Type 4 Administrative District - Indeterminate Species Lurk Domain	P176
②	Type-IV Management Area Beast Species Dense Habitat	P177
3	Type 4 Administrative District - Crustacean-type Concealed Domain	P178
4	Type 4 Administrative District - Winged-type Concealed Domain	P179
5	Type 4 Administrative District - Legless-type Concealed Domain	P180
6	Type 4 Administrative District - Demonic-type Concealed Domain	P181
7	Type 4 Administrative District - Armored-type Concealed Domain	P182
8	Type 4 Administrative District - Beastkin-type Concealed Domain	P183
9	Type 4 Administrative District - Undead-type Concealed Domain	P184
10	Type 4 Administrative Region: Super Rare Hidden Realm	P185

Main Episode

From the next page, as the main episodes progress, we will post charts, maps, and boss攻略 guides to help advance the story. Please use them to avoid missing items and side episodes.

How to View the Main Episode



1 Synopsis Title and Number

The synopsis title in the library and the number corresponding to the synopsis.

② Progression Chart

A chart outlining the steps to advance the main episode. How to read it is as follows:

1 Let's go! To the Uriboa Hunt. The objective of the main episode displayed in the event list and its corresponding number.

BOSS: The name of the enemy appearing in boss battles. SUB 01: Information on sub-episodes. The name of the sub-episode and its explanation page are listed at the timing when the sub-episode can be started. Those marked with '[Automatic]' occur automatically during the progression of the main episode and must be viewed. Those marked with '[Timed]' indicate sub-episodes with a limited availability period; if you proceed with the main episode without triggering them, they will disappear. 'Disappearance' indicates the timing when a limited-time sub-episode disappears.

③ Map Name

The name of the map. Towns, dungeons, and fields are distinguished by icons and colors. For maps visited multiple times where items and gimmicks change significantly, '(1)' and '(2)' are indicated.

④ Map

<original>Items, gimmicks, and facilities described on the map. Inns and chapels, etc., some indoor maps have been omitted. Refer to the right page for how to read the icons </original>

⑤ Treasure Chest

The contents when a treasure chest is opened for the first time, and the chest level on that map. The chest locations are indicated on the map with icons of the same number. Note that the contents of respawned chests are determined by the following rules.

Copper Treasure Chest: Items whose level is from the chest level minus 10 to the chest level, including gummies, bottles, and enhancement materials. However, Awarglass, Shark Bottle, Soul Bottle, Denor Bottle, and Inov Bottle are not included.

Silver Treasure Chest: Equipment whose item level is from chest level minus 10 (if below 5, then 5) up to chest level (if below 10, then 10).

Gold Treasure Chest: Equipment whose item level is from chest level minus 5 (if below 5, then 5) up to chest level plus 5 (if below 10, then 10).

⑥ Treasure Points

Items obtainable from treasure points on each map. Enhancement materials, consumables, cash-out materials, fishing baits, gald, and TL coins can be obtained. Each treasure point has its own set of obtainable items and probabilities.

7 Enemies Appearing

A page listing the graphics and data of enemies appearing on each map, including the main species, names, level, HP, and resistances. Resistances indicate the attributes they are weak to and those they resist. The box on the left of the species indicates whether the enemy has been registered in the bestiary. Note that only enemies that you can fight by contacting their symbol are listed.

8 Explanation

Guidelines for progressing the main episodes and explanations on how to fight bosses. Note that battle rank is based on "Normal".

9 Boss Data

Boss graphics, the main race, name, and data are listed on the page, including level, HP, weaknesses, resistances, and notes.

How to read map icons

A ・・Connectivity of the map. Places connected by lines, or places with the same letter can be visited back and forth.

Ground floor 1 ・・・ Area Name

... One-way. You can only proceed toward the direction of the arrow.

・・・ Memory Array. You can save.

・・・ Shop. You can buy and sell items, and enhance and disassemble equipment.

... Inn. The fee is a standard 100 Gald.

・・・ Tavern

(4) *** - Places where you can board a ship

・・・ Type A hunt. Rewards for Type A alert demon subjugation are given by the Bloodwing Butterfly informant.
Location of the Bloodwing Butterfly informant who gives cards

・・・ 場所 where you can play mini-games

65 ・・・ Cat-Nin Box. ☐ is a box to check that you have unlocked it. The numbers indicate the amount of cat spirit required to unlock.

・・・ Earth-bearing Tree. Appears when the Rare Board is unlocked at Main 42

... A place you can jump on the Rare Board

... Herbs

1 ... . Treasure chest. The recommended unlocking order is numbered. Contents are described in "⑤ Treasure Chest".

... Warp point. Once you step on it and activate it, you can travel between activated warp points. The warp point near the dungeon's starting point appears when you activate the second warp point within the same dungeon.

Eye ... Places where you can move up and down, such as ladders and vines. Place. Those with arrows indicate that you can move by lowering a ladder from above.

Rock ・・・ Destructible rock wall

・・・ Rollable rock that can be used as a foothold

・・・ Burnable vines

AH ・・・ Location indicated in the explanation

BOSS ・・・ Boss battle location. This indicates the place where the menu screen can be opened just before a boss battle, and may not be the actual location where the boss is fought. Type A

・・・ Alert Demon

● Icons indicating unique gimmicks for that map, other than those listed above, are explained near the map.

Quick access to Dungeons and Fields (using “Inoof Bottle” and “Denoore Bottle”)

Destination	Access Method
Ardina Prairie	Choose “Move to Stoneberry”
Ikrolk Ruins	At the Brugit Gorge warp point, move to "Around the Ivoruk Ruins"
Choose "Move to Cadnix Port" in the Westor Mine	
Vortigan	Choose "Move to Rolaine," and head north across the Brnark Plateau.
Underground Passage of the Capital	Choose "Move to the Royal Capital Rogres," enter from Rogres.
Caerland	Take the ship and select "Caersland Island Beach."
Gaibrook Ice Land	SUB 30: You need to advance "Separated Future". Choose either "Move to Mailcio West Gate" or "Move to Mailcio East Gate".
Garis Lake Road	Select "Move to the Capital of Lorgres" and head east along the Dana Road
Kiralaus Volcano	Choose "Move to Mailshio East Gate," then go northeast to Gaibluek Icefield; c
The Kalys	annot revisit
Zamal Cave	Choose "Move to Stoneberry" and head south from Aldina Prairie
The Grove of Calm (2)	Choose "Move to Abal" and exit from the eastern side of Abal
Seat of the Sanctified	Choose "Move to Zexon Port East Gate" and travel east along the Danar
Temple of Palamedes	Road Choose "Move to Haria East Gate" and warp to the eastern coast of Manan Reef from the Manan Reef Warp Point
Daana Way	Choose either "Move to Zaxon Port South Gate", "Move to Zaxon Port East Gate", or "Move to the Royal Capital Lorgress" and t
Titania (2)	hen choose "Move to Prison Island Titania" SUB 18 Need to progress with the "Lucky Nor Doll"
Davar Forest	Choose "Move to Stoneberry" and head north into Aldina Prairie
地Pulse (3)	Move from the rift of the Forest of Calm (2). SUB 28 We need to advance "In Pursuit of the Truth of the Past".

Destination	Access Method
Stairway to Heaven	Move from the Rift of Kiralaus Volcano.
Xī Laban Caves	You need to progress SUB 35 “Neko-nin, Hurry!”. Select “Move to Lwaoine” and head north across the Brunark Plateau.
Nōgu Wetlands	Choose “Move to Renido”.
Eight-headed Dragon Kanushi	Moving from the Throne of the Saint's Transfer Device
Hadro Swamp Cave	Exit Biazlei from its northern entrance into the Þigal Snowfield, go north
East Lavana Caverns	Select "Move to Rowaine" and head east toward the Burnak Plateau
Fígal Snowfield	Choose "Move to Heravisa" or "Move to Biazlei"
Fordis Ruins in the Þigal Snowfield, go north or the Gaibluek Icefield to the south	
Bridget Gorge	Choose "Move to Kadonix Port" and then select "Go to Brigitte Valley"
Burnak Plateau	Select "Move to Lowaine"
Plunah Lake Shore Cliff Path	Choose "Move to Tarien"
Veildu Marsh	Choose "Move to Lionel Island Pier"
Manaan Reef	Choose "Move to Haria East Gate"
Makril Beach	Choose either "Move to Izult" or "Move to Haria West Gate"
Morgan’s Forest	Choose "Move to Abaru"
Lagress Palace: Warp point in the Royal Capital Underground Pass near the palace exit;	
head east toward Warg Forest Norg Wetlands	

8. No.1–No.3

In a Corner of a World in Decay ~ Roar Under the Moon

1 Let's go on a Uriboar hunt!

・Fight Uriboar three times in the Calm Forest

2 Let's buy Lafi's medicine and take it home

・Fight five Uriboars on the way back from the Calm Forest to Avall

・Approach Nico in Avall

※ Return home to prepare dinner

・Return to Velvet's house

4 Let's cook dinner for Lafi

・Inspect the fireplace and light the fire

・On the second floor, check the points to obtain spices

・Talk to Raifisette

・Inspect the kitchen and start cooking

5 Where is Raifiset?!

・Go to the Abal Settlement

・Find Lyfestet in the Forest of Calm

6 The two siblings go to pick flowers

・Go to the cape of the Forest of Calm and fight Bloody Wolf, where R

7 緋affi disappeared on the night

・Go to the cape of the Forest of Calm. BOSS Bloody Wolf

Nostalgic village Abal (1)

▼ Spawned Enemies (※)

※ Bloody Wolf appears only in th 7 e main section. It cannot d eal damage, and is not register ed in the enemy encyclopedia

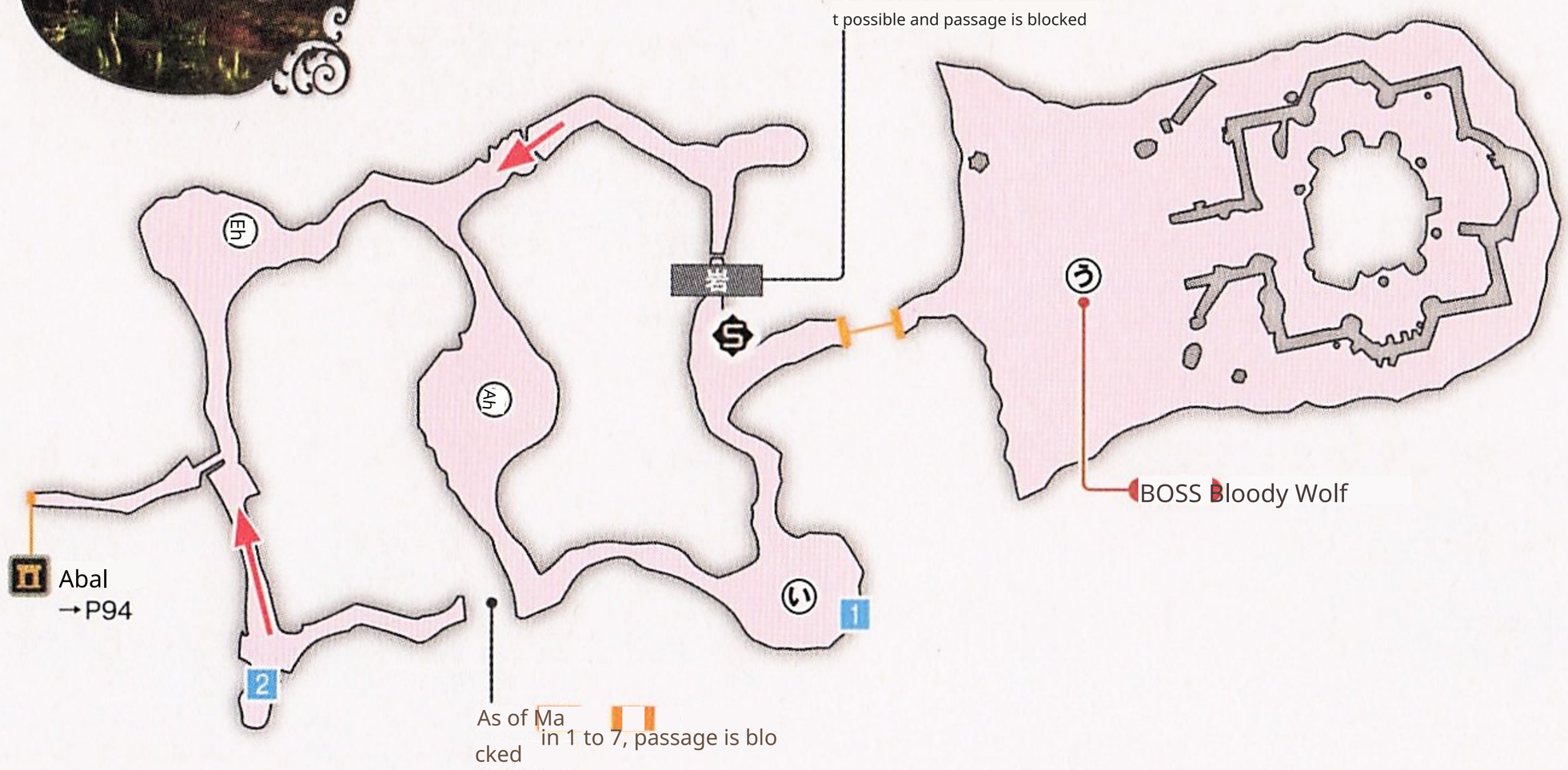
▼ Treasure Chest (Lv.5)

1 Apple Gummy

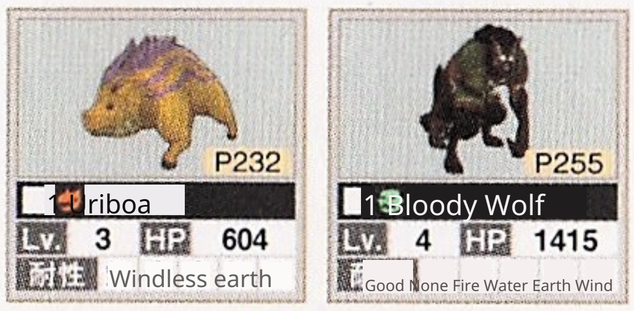
2 Resistance

▼ トレジャーポイント

Ingredients	Rock salt, black pepper, sugar, potatoes, zucchini, celery, tomatoes, nutmeg, garlic, spinach, leeks, lemon
Redeem	Chipped copper coin, clean seashell, Hirahana リgrass, antique silver coin



▼ Appearing enemies (*)



※ Uriboa appears up to main 6. Bloody Wolf only appears during the main phase and cannot deal damage, and it will not be registered in the Enemy Bestiary.

▼ Treasure Chest (Lv.42)

1 Apple Gummy
12 Apple Gums

※ Obtaining two “Apple Gums” is possible only after obtaining the Rare Board.

▼ トレジャーポイント

Redeem	遗物的碎片、损坏的铜币、 小小的矿石、 钝头草、 破旧的银币、 万年茸

Main 1 ~ 4

Hunting Uroboa in the Forest of Calm

When you start the game, you immediately enter a flashback scene. The setting of the flashback is the quiet village Abal where the protagonist Velvet lived until three years ago. After the conversation events with her younger brother Raifiset and her brother-in-law Arthur are finished, go into the Forest of Calming to hunt Uriboas to earn Raifiset’s medicine money. In the Forest of Calming, at location ③ there is a Uriboa, and touching it starts a tutorial where you learn the basics of combat. After fighting Uriboa three times, when you return to Velvet’s house, you will face a battle with five Uriboas, so after the battle return to Velvet’s home.

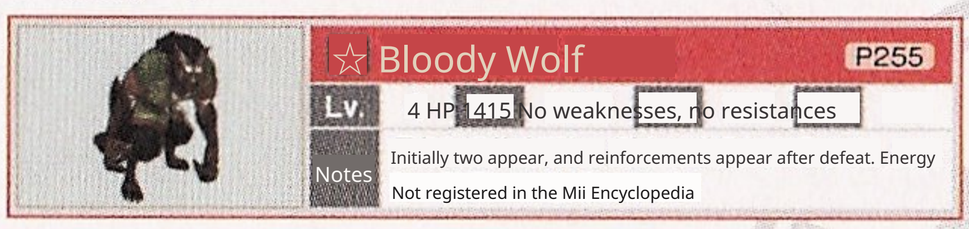
Complete the tutorial tasks
Then, you should defeat Uriboa.

Main 5 ~ 7

To the Forest of Tranquility to search for Laphicet

At Velvet’s house, cook dinner and as the night passes, you will search for the missing Raifiset. After moving east through the Forest of Calming to meet Raifiset, head straight to the cape (east side of the Forest of Calming). At the cape, in the battle with Bloodwolf, you cannot deal damage to the enemy, and the battle ends in about 20 seconds, then Velvet’s house is revisited automatically. There you will search for Raifiset again, but from here on, Abal and the Forest of Calming will begin to spawn Bloodwolves. Once again you cannot deal damage, so avoid contact and aim for the cape of the Forest of Calming, and when a fight breaks out, run away. On the cape, it becomes a multi-enemy event battle with Bloodwolves, and from here you will be able to deal damage.

▼ Boss Data



No.4

The Black Flame Rises

8 Prison Break Initiated

- BOSS Series

Retrieve equipment from the treasure chest and fight the Second-tier Longsword Anti-M

- age, approaching Neko Speed

SUB 01 “Neko-nin World ①” [Automatic] (→P157)

Proceed to the 1st basement floor of Titania

9 Slip past the demon-hunting guards

Advance to the prison and fight the Second-tier Spear Anti-Mage, Prison Island Guard

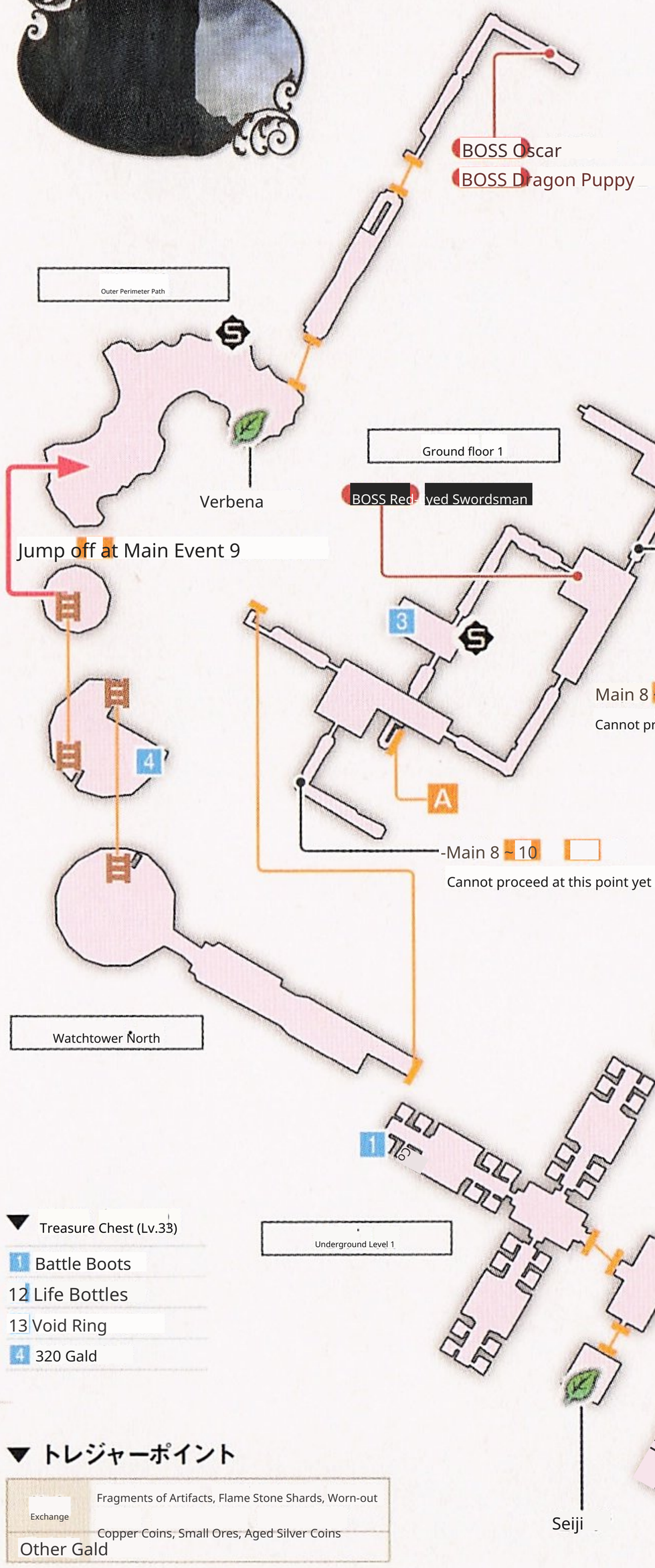
Exit the prison and proceed to the 1st floor on the ground level. BOSS Red-Eyed Swordsman

- Watchtower
- Proceed north, encounter a Second-Rank Long Sword Antimage, Prison Island Guards ×2 Fight
- Watchtower: Proceed to the northern rooftop

[10] Escape from Prison Island Titania

- Proceed to the Main Gate Plaza. BOSS Oscar, Spears User, War Wand User
- Continue to the BOSS Dragon Puppy

Prison Island Titania (1)



Appearing Enemies (※)

※ Except for orcs and werewolves, other enemies are fought only in event battles

Treasure Chest (Lv.33)

1 Battle Boots
12 Life Bottles
13 Void Ring
4 320 Gald

トレジャーポイント

Exchange	Fragments of Artifacts, Flame Stone Shards, Worn-out Copper Coins, Small Ores, Aged Silver Coins
Other Gald	

Main 8

Fight Cyreies

After the flashback scene from 3 years ago ends, you will once again start from the prison island of Titania, and a battle with Cieliz will begin immediately. This battle serves as a tutorial for the Around Step. If you press the L1 button while tilting the left stick just before an enemy's attack hits, you can dodge the enemy's attack. Although it consumes SG and linkage count, it is an important technique for avoiding enemy attacks, so get used to the controls. Also, if you take an enemy attack immediately after an Around Step, a Step Evasion will occur, reducing the damage taken to 1 and recovering SG.

The effects will appear. If you successfully perform a step dodge, the green

▼ Boss Data

? Siriaes P241

Lv. 5 HP 1572 Weakness: None, Resist: Wind

Notes: 100% prevents paralysis

Main 8 ~ 9

Using the prison riot to attempt an escape

After the Shiries battle, aim to escape from Titania. Shiries will fight with you, so defeat enemies while heading to Level 1 basement. Once you check that treasure chest and collect the “rope” equipment, unlock the prison in the basement. The fight with the Red-Eyed Swordsman ends when his HP falls below 50% and an event occurs. If you take damage, wait for Shiries’ healing skills.

The Red-Eyed Swordsman has finished his attack

When you aim for the moment of vulnerability, you can fight safely.

▼ Boss Data

? Red-Eyed Swordsman P245

Lv. 6 HP 2031 Weakness none Resistance none

Note: Battle ends when HP drops below 50%

Main [10]

Battle against Oscar, the First-Class Holy Knight of the Sacred Hall

After the battle with the Red-Eyed Swordsman, head to the watchtower to the north. Climbing the North Watchtower leads to an event where you jump to the outer ring path, and heading further north leads to a battle with Oscar. In the Oscar fight, you’ll also be attacked from range by a spear user and a staff user who appear simultaneously, so you should defeat them first. When Oscar targets you, properly guard, and while leading the Shields of Siria to fight together, look for opportunities to land your attacks. When Oscar’s HP drops to about 25%, you move on to the next Dragon Pup battle.

To suppress the damage you take. Oscar’s combination is powerful. Guard and...

▼ Boss Data

Oscar P234

Lv. 6 HP 8215 Weakness: None, Resist: Fire

Notes: Spear users and staff users appear simultaneously. Oscar’s HP drops to 75% or below ends the battle

Main 10

Defeat the Dragon Pup

Shiries will retreat, making Velvet’s Break Soul available. While Break Soul is active, HP slowly decreases, but you can unleash powerful combos, so aim to stun and fight; when Soul reaches 3, prioritize using it next. Many of Dragon Pup’s attacks will miss if you’re not facing the enemy, so when you see the enemy’s attack name displayed, use Around Step to circle to the side and land your combo.

and, although small, HP can be recovered. Use Break Soul

▼ Boss Data

Dragon Puppy P249

Lv. 7 HP 4240 Weakness: Wind [Resistance Fire

Note: 100% reduces stun effect

No.5 Frozen Land

11 How to repair the ship?

• Fight against a werewolf and an eagle

• Advance through the Figal Snowfield and discover Neko-nin

SUB 01 "The World of Nekonin ②" [Automatic] (→P157)

- Discover the Gate of Heravisa

Enter Heravisa's warehouse from the hidden passage in the Figal Snow field

• Talk to the head of the Merchant Guild in Heravisa's town

• Speak with Kuroo in the shop. Kuroo joins

SUB 02 "Swordsman's Training ①" [Time-limited] (→P158)

SUB 03 'Demon Hunter Arthur I' [Time Limit] (→P158)

- Return from the warehouse to the Filgaia Snowfield, then head to Biazlei

- Approach the north gate of Biazlei

SUB 04 "Velvet Cooking ①" [Auto] (→P158)

SUB 05 "Cooking Chat ①" (→P159)

- Enter the Hadrow Swamp Cave from the Figar Snowfield

Break rocks or push them to advance deeper into the Hadlow Swamp Cave.

• BOSS Ev Demon Dair

13 Negotiations with the Merchant Fleet

Return to the town of Heravisa and talk with the Wares Guildmaster

• Learn about equipment enhancement and disassembly from Rocrow

Return to the wrecked location of the ship in the Fighar Snowfield

SUB 06 "Demon Slayer's End ①" [Auto] (P159)

Talk with the Wares Guildmaster near the wrecked ship

On the way back to Heravisa, listen to the crewmen's warning

14 Defeat the Demon's Slayer Teresa's trap

Approach Dayle in the depths of the Hadlow Swamp Cave and rest

Approach Dayle near the exit of the Hadlow Swamp Cave

Approach the gate of Heravisa in the Fighar Snowfield and fight against the two-handed sword De mon Slayer and the two-handed spear Demon Slayer

SUB 02 "Training of the Swordsman ①" Vanished

SUB 03 "Demon Slayer Arthur ①" Vanished

Proceed through the town of Heravisa and fight against two-handed fencer Demon Slayer ×2 , etc.

• Continue with BOSS Teresa, the Contracted Holy Servant One (1) Contracted Holy Servant Two

15 Sailing to the Royal Capital

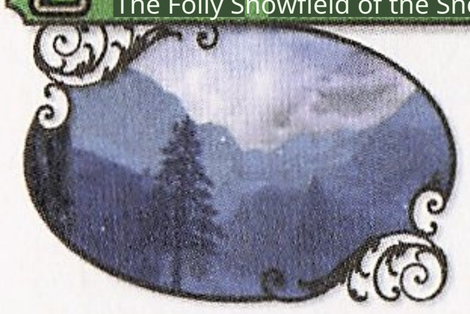
• Talk with Magilou, Rokurou, and Dyle on the ship

• Approach the Sacred Slaves No. 2.

The Sacred Slaves No. 2 joins, Boss Pirate Sacred Slaves

• Talk with Magilou and Benwick

The Folly Snowfield of the Snow and Ice



▼ Treasure Chest (Lv.7)

1	320 Gards
12	Life Bottles
3	Life Bottles
4	Gold Nuggets

▼ Treasure Points (*)

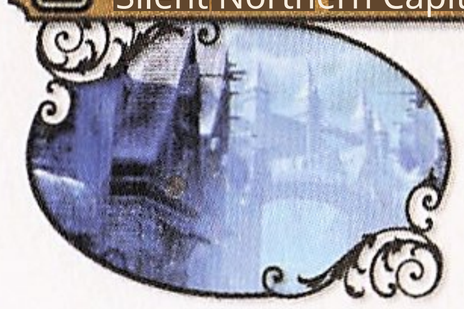
Enhancement	Chunks of Dark Silver, Fragment of Long-Period Stone, Intermediate Refining Powder, Fragrant Liquid
Redeem	Fragment of Fire Stone, Needleleaf Grass
Fishing bait	Emperor ants, Nekomimi
Other Gald	

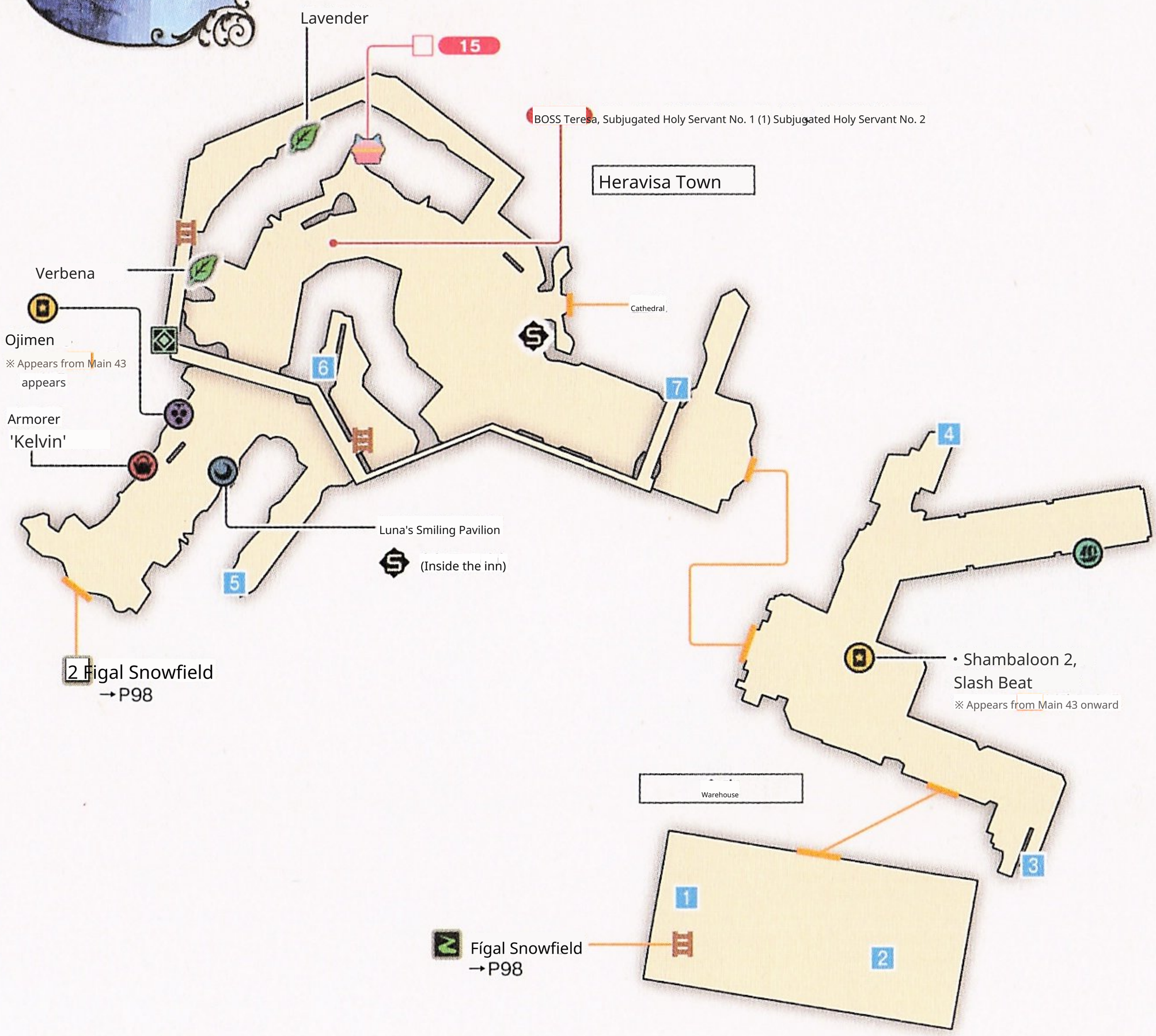
※ Fin ray grass, flame stone fragments, other than Gald are main Only obtainable after level 40

※ Appears after level 43 in main

▼ Appearing enemies

Silent Northern Capital Heravisa





▼ Treasure Chest (Lv.8)

1	Life Bottle
	2480 Guilds
3	Fire Ring
4	Life Bottle
5	Amber Shard
6	Amber Garment
17	Blood Blade

▼ Treasure Points (Main 40 or earlier) Anchovy Pickle, Worcestershire Sauce, Olive Oil, Rock Salt, Pepper, Potato, Junmai Sea Water, Nutmeg, Grape Juice Flame Stone Fragments, chipped copper coins, small ore, Hedgehog Grass, Ancient Silver Coins

Ingredients	
Cash In	
Other Guilds	

▼ Treasure Points (Main 40 onward)

Enhancement	Chunks of Black Silver, Fragments of Calcite, Intermediate Alchemical Powder, Aromatic Liquid
Ingredients	Anchovy salt-pare, Worcestershire sauce, Wagyu beef (marbled), olive oil, rock salt, sugar, Junmai-sui, Daiginjo Junmai-sui, grape-sui, mayonnaise
Redeem	Flame Stone Fragments, chipped copper coins, small ore, Ancient silver coins, gemstone rough

Main 11

Infiltrate Heravisa from the warehouse

クロウ、マギルゥとともにタイタニアから船で脱出したものの、座礁してフィガル雪原にたどり着く。ここで新しい船を調達するためにヘラヴィーサへ向かうことになる。フィガル雪原の東にあるハシゴからヘラヴィーサの倉庫に入り、ヘラヴィーサ市街にいる商船組合長に話しかけよう。

Proceeding north through the Figar Snowfield, SUB 01 “The World of Neko-nin ②” appears, and you can release the Neko Nin Box with Neko Super Speeds.

□ Snow-Covered Village, Biasdrey

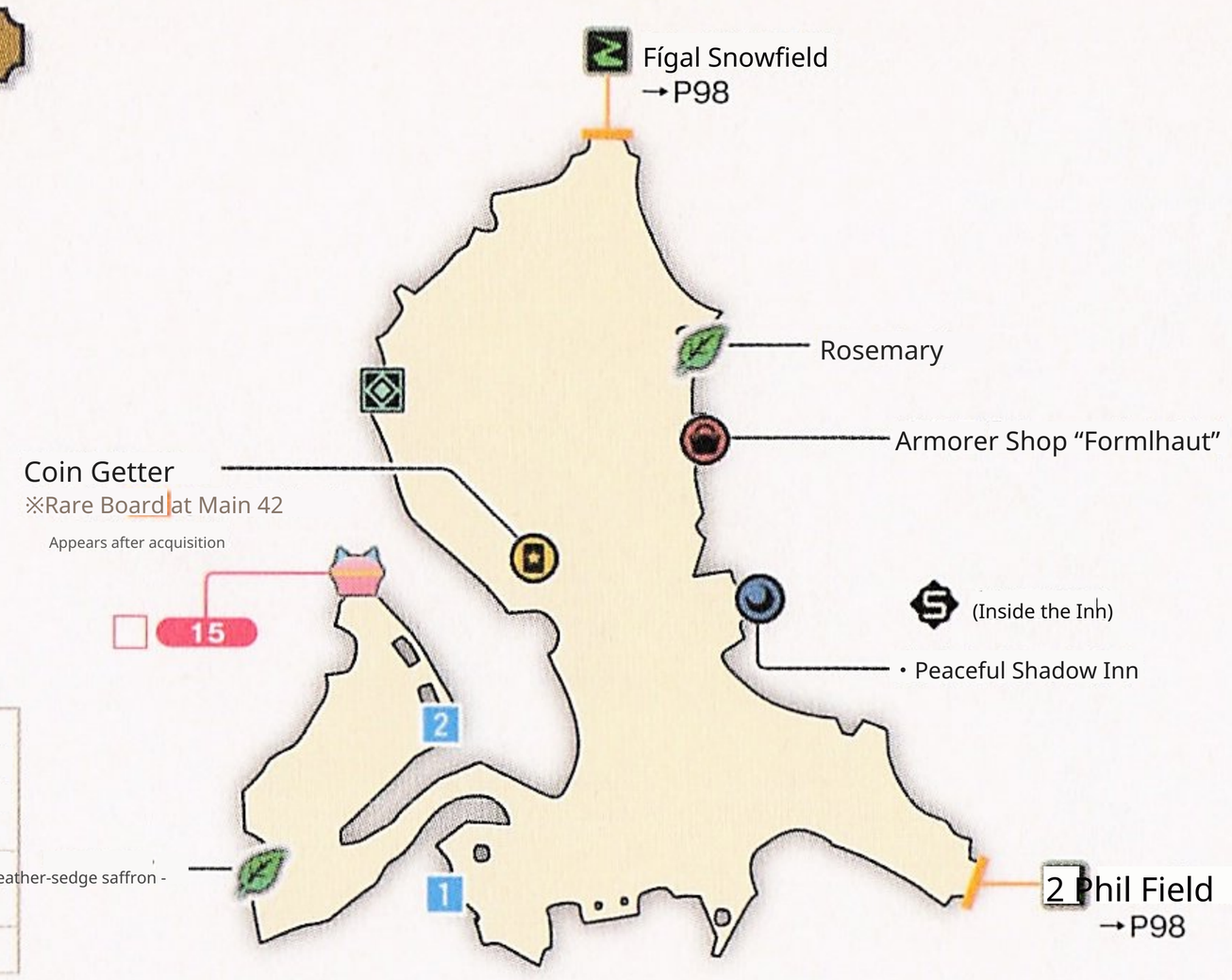
▼ Treasure Chest (Lv.8)

1 450 Gold

2 Twin Blessing Talisman

▼ トレジャーポイント

Ingredients	UriBoa's marbled beef, potatoes, junmai sake lees, nutmeg, garlic, Norumin carrot, spinach, spring onion, grape juice
Redeem	Fragment of Flame Stone, A chipped copper coin, Feather-sedge saffron - 草 Weathered silver coin
Other Gald	



□ Northern Cave Hadlow Swamp

▼ Treasure Chest (Lv.8)

1 | Apple Jelly

2 500 Gald

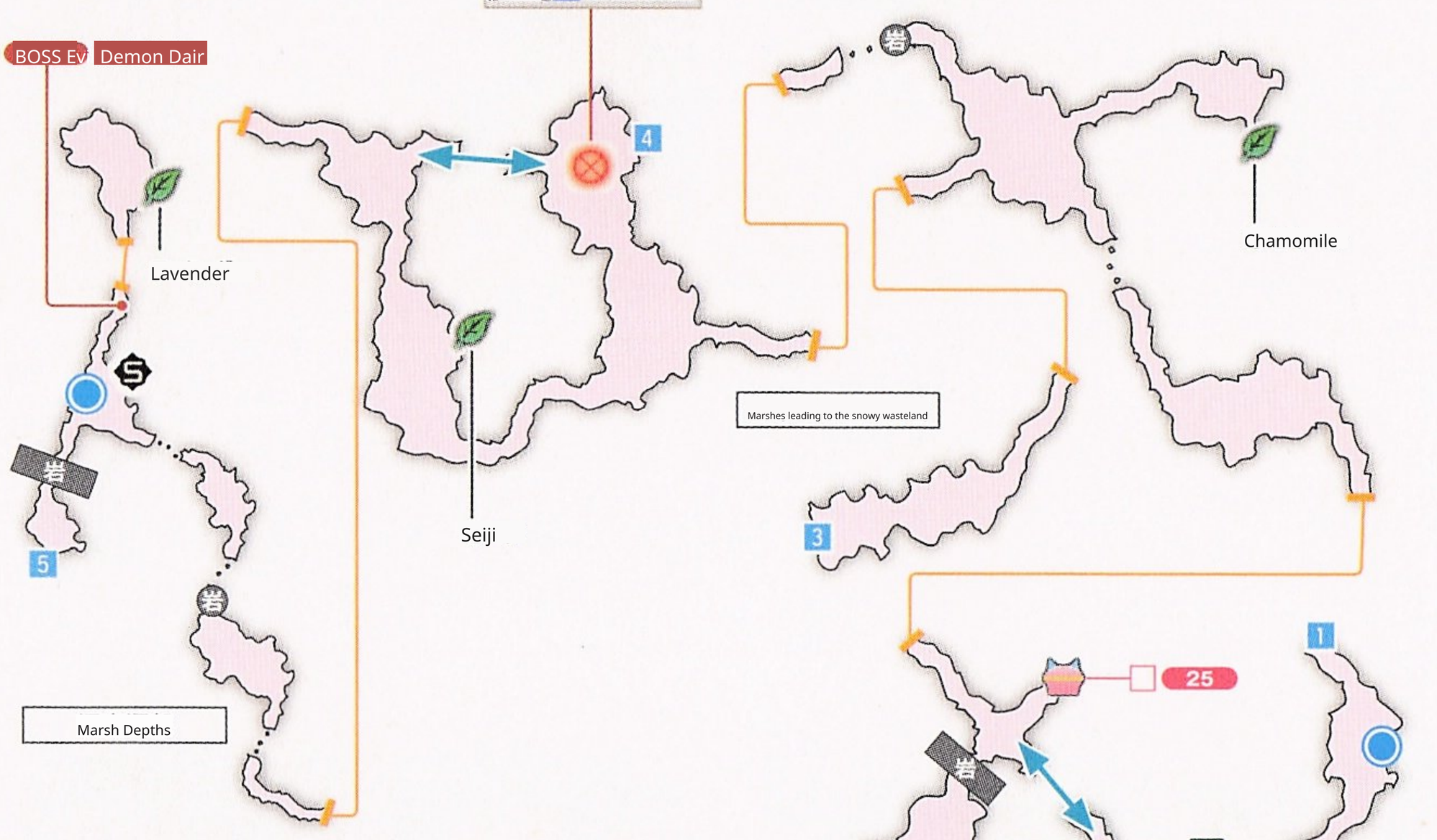
13 Shadow Blade

4 Life Bottles

5,530 Gald

▼ トレジャーポイント

Redeem	Fragment of Flame Stone, Small ore, Weathered silver coin



▼ Appearing enemies

Main 12

Rokurou joins and heads to Beazurey

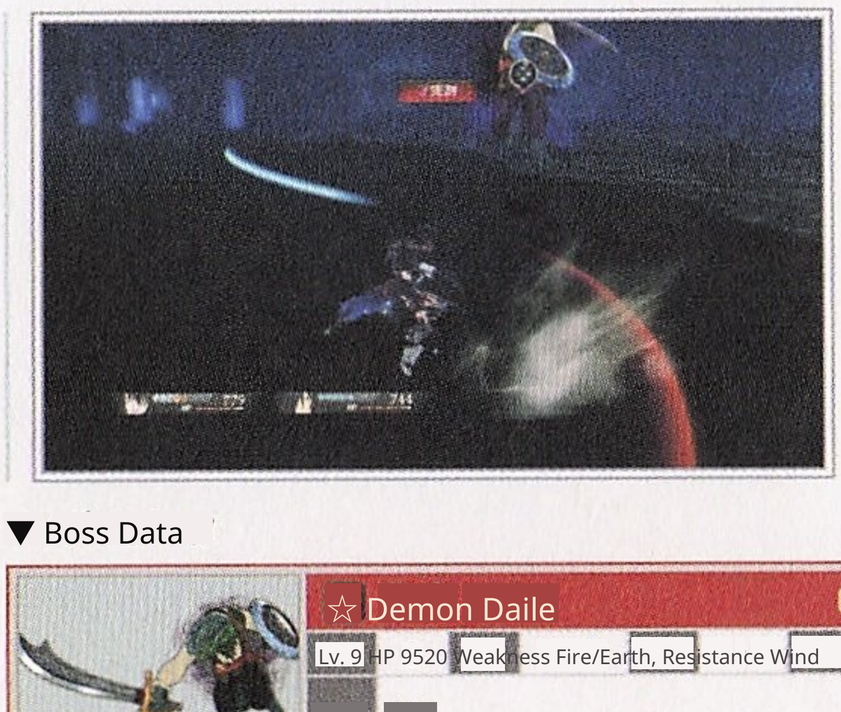
When you reach Heraviysa's shop, Rokurou offi cially joins the party, and from now on the two of you can fight together. After reuniting with Rokur ou, to gather information about the demon-dam Dar, return from the warehouse to the Figal Snow field and head for Beazurey. Also, two limited-tim e sub-episodes will occur here, so you should wat ch them. If you stay at Heraviysa's inn, SUB 02 "S wordsman Training I" will trigger, and near the Fo ldis Ruins in the Figal Snowfield, examining the tr easure point will trigger SUB 03 "Duelist Arthur I."

At Beazley, approaching the North Gate activates SUB 04 “Velvet Cuisine ①” will occur, and from here you can start cooking.

Main 12

Fight against the Demonic Steel Dyr in Hadlow Swamp

When you go out from the northern gate of Biarzrei i nto the Fığar Snowfield, there is an entrance to Hadlow Swamp very nearby. Break the rocks blocking the path, jump across footholds, and proceed toward the deepes t area. The fight with the Demonic Dyr serves as the tut orial for Weakness Combos. Follow the on-screen instru ctions and set in the magic screen to “Crimson Blade” → “Rend Thorns” → “Confound” to aim for a Weakness Co mbo. Also, when the Demon Dyr’s HP falls to 50% or bel ow, it uses “Helmet Slash”; evade with Around Step.



“Helm Split” is guarded but still causes heavy damage Receiving ジ. I want to dodge.

▼ Boss Data

☆Demon Daile P239

Lv. 9 HP 9520 Weakness Fire/Earth, Resistance Wind

Note: None

"Main 13 ~ 14

Drive Terrisa away, escape from Heraviysa

After the Demon-Dam Dar battle, progressing the events unlocks equipment enhancement and disass embly. As you advance further, after battles at Hera viysa you will set sail, so finish item collection before heading to Heraviysa. In the Terrisa battle, defeat t he summoned revenants who attack from a distanc e with Holy Slaves first. If you target enemies curren tly chanting, you can attack while stopping the Holy Slaves. Terrisa's HP drops to 50% or below and she will use a wide-area attack “Northern Light.” Guard a gainst it or endure with Break Soul. ▼ Boss Data

Terrisa P249

Lv. 9 HP 4760 Weakness: None Resistance: Water

Notes: None

? The Servant Saint Slavery No.1 (1) P241

Lv. 9 HP 1657 Weakness none Immunity none

Notes none

? The Servant Saint Slavery No.2 P241

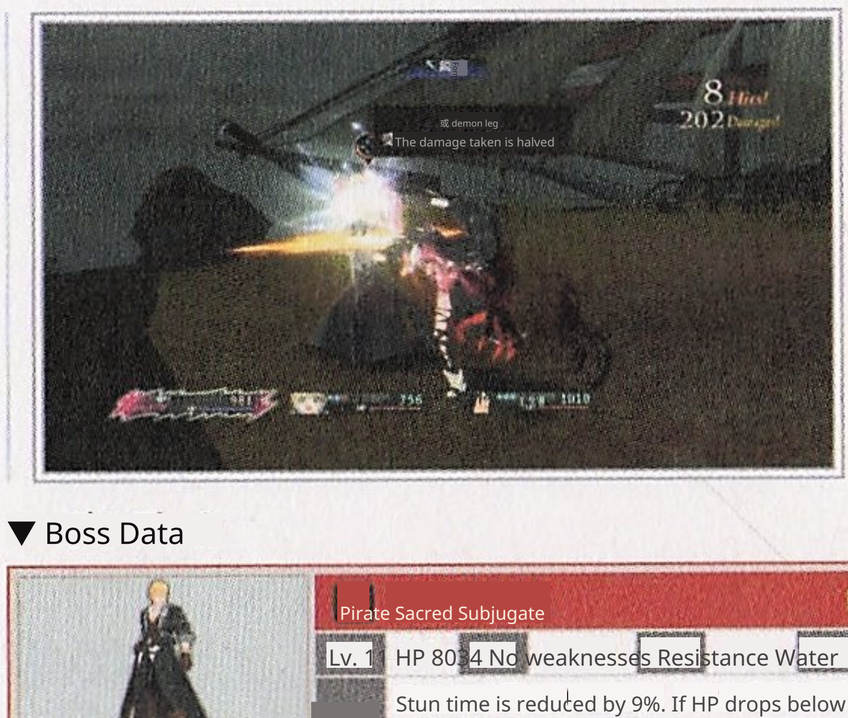
Lv. 9 HP 1729 Weakness none Immunity none

Notes none

Main 15

Saint Slavery No.2 joins and fights the pirate Saint Slavery

Escape Heravisa, and as you continue conversations with comrades aboard the ship, Saint Servant No. 2 joins the pa rty, and you immediately enter combat against the pirate S aint Servant. While the pirate Saint Servant is attacking oth er characters, aim for a combo. Also, since No. 2’s techniqu es deal strong damage, if Saint Servant No. 2 is being targe ted, actively attack the pirate Saint Servant to prevent No. 2 ’s chants from being interrupted. Defeat the pirate Saint Se rvant when its HP drops to 50% or lower to end the battle.



Since there are no weaknesses, attack with a combo that includes Break Soul. ?

▼ Boss Data

Pirate Sacred Subjugate P235

Lv. 1 HP 8034 No weaknesses Resistance Water

[Remarks] Stun time is reduced by 9%. If HP drops below 50%, the battle ends

The Ship Carries the Grim Reaper's Will ~ And the Sea Expands

16 Alliance with Pirates

Proceed through the Xilanab Caves. Aizen joins

Burn the vines and proceed through the Xilanab Caves

Meet the White Turtle Man

SUB 07 "Turtle Man's Chronicle of the Start ①" [Auto] (→P159)

Exit from the Xilanab Caves to the Brunarak Plateau and proceed

Approach the intake and fight two Lizardmen

17 Assault on the Port City Fort Fort Totigan

Enter the Wortingan interior and proceed

Aim to obtain the key to the door and destroy the battleship. The following A an d B can be pursued in either order

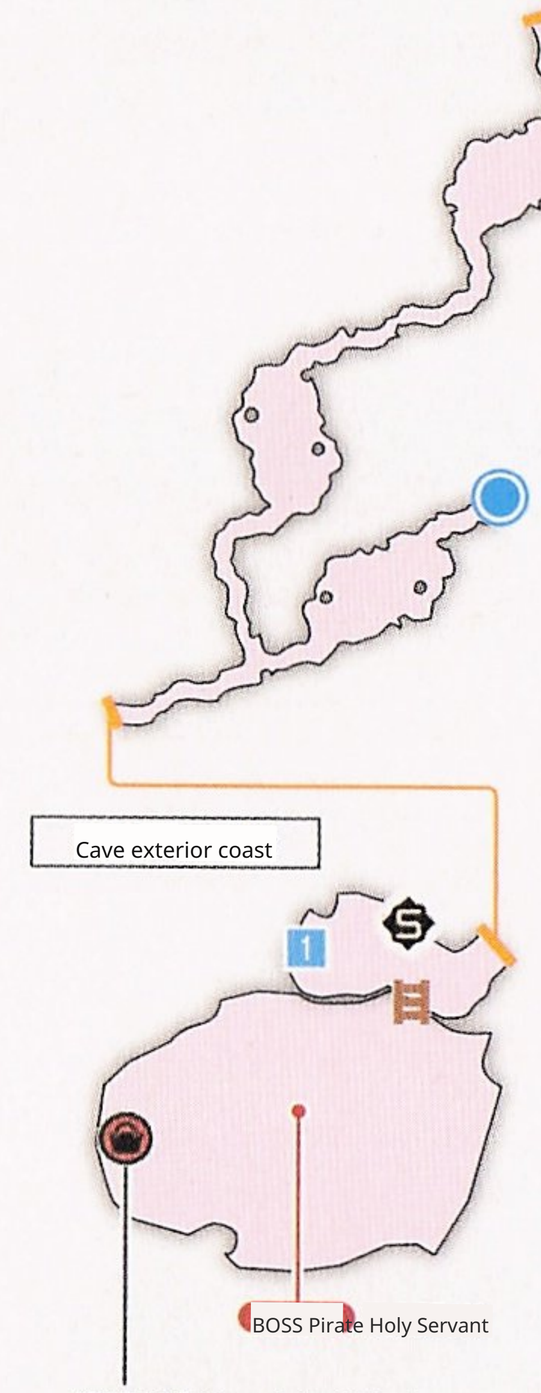
A: In the control room, obtain the "Key to the Fortress Door"

・B: Proceed to in front of the dock. Boss: First-class Longsword Against the Demon Knight (1), Pig God (1), Dream-Real Hard Mouse (1)

・Enter the room with the opening/closing device 1

・Operate the opening/closing device 2

・Climb to the roof of the Sea Gate. BOSS Guardian



▼ Appearing enemies

▼ Treasure Chest (Lv.10)

1 Earthling
12 Amber Leaves
3 Life Bottles
4 640 Gald
5 Mercury Pouch

▼ トレジャーポイント

Enhancement	Amber Fragments, Bronze Lump, Odorless Liquid
Redeem	Small Ores, fan-leaf grass, eternity mushroom

Continental Junction: Burnak Plateau

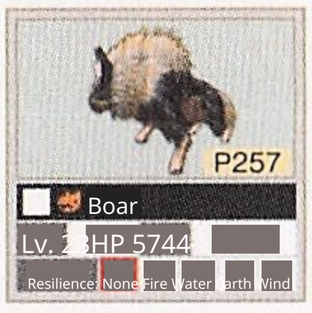
▼ Treasure chest (Lv.10~26)※

- Life Bottle
- 2 1750 Guilds
- 3 Inov Bottle
- 4 Peach Gummies
- 5 Dopink Shirt

※ 1 The treasure chest is Lv.10
, 2–5 chests Lv.25–26

The area from A upwards is the North Area, and below i
s the South Area. The types of enemies that appear and
the items obtained from Treasure Points differ

▼ Appearing Enemies (※)



※Enemies at Lv.23 and Lv.25 appe
ar only in the southern area

▼ Treasure Points (North Area) Amber S※a

Enhancement	rds, Bronzed Lump, Odorless Liqu id
Redeem	Flame Stone Fragments, Missing Copper Coin, Cl ean Seashell, Small Ore, Feathergrass, Antique Sil ver Coin
Others	TL Coin

※ TL Coins can be obtained only after the main 40

▼ Treasure Points (South Area)※

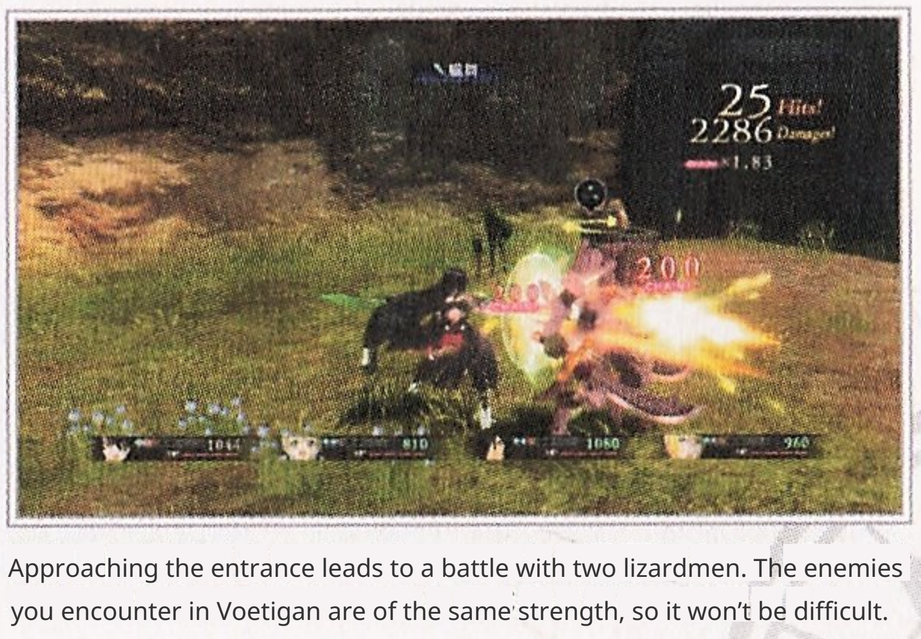
Enhancement	Lower-grade alchemy powder, blocks of black-silver, arom atic liquid, fluorite fragments
Redeem	Chipped copper coin, clean seashell, coral branch frag ment, antique silver coin
Fishing bait Nekomimi, Hookroach	
Others	Gald, TL Coin

Note: Fishing bait can only be obtained after reaching the main story chapter 40

Main [16]

Pass through the Western Laban Cave with inseparably iron crampons

As you progress through the Western Laban Cave, Eis
ern will join, allowing you to fight as a full four-person pa
rty. Furthermore, Eisern will give you a “igniter,” which yo
u can use to burn away ivy blocking the path and secure t
he way forward. Head northeast to exit the cave and reac
h the Burnaak Plateau, then descend from the northwest
and infiltrate Vortigan through the delivery entrance.



Approaching the entrance leads to a battle with two lizardmen. The enemies you encounter in Voetigan are of the same strength, so it won’t be difficult.

The Sea Gate Fortress Vortigan

- Fortress Gate Key
- Control Room

From within the management office

It opens when the key is turned

III

Verbena

West Side Sea Gate Rooftop

BOSS First-class Longsword Against Demon Warrior (1) Hog God (1) Dream-Point Hard Mouse (1)

Passage becomes possible when rocks are dropped-

A "Key to the Fortress Gate"

Passage becomes possible after obtaining

To reach the Neko-nin Box location, you can go from the east side Sea Gate rooftop side

Sea Gate Fortress

Brunark Plateau
→P103

Brunark Plateau
→P103

Note: At the point of Main Quest 17, you cannot go to the Burnak Plateau.

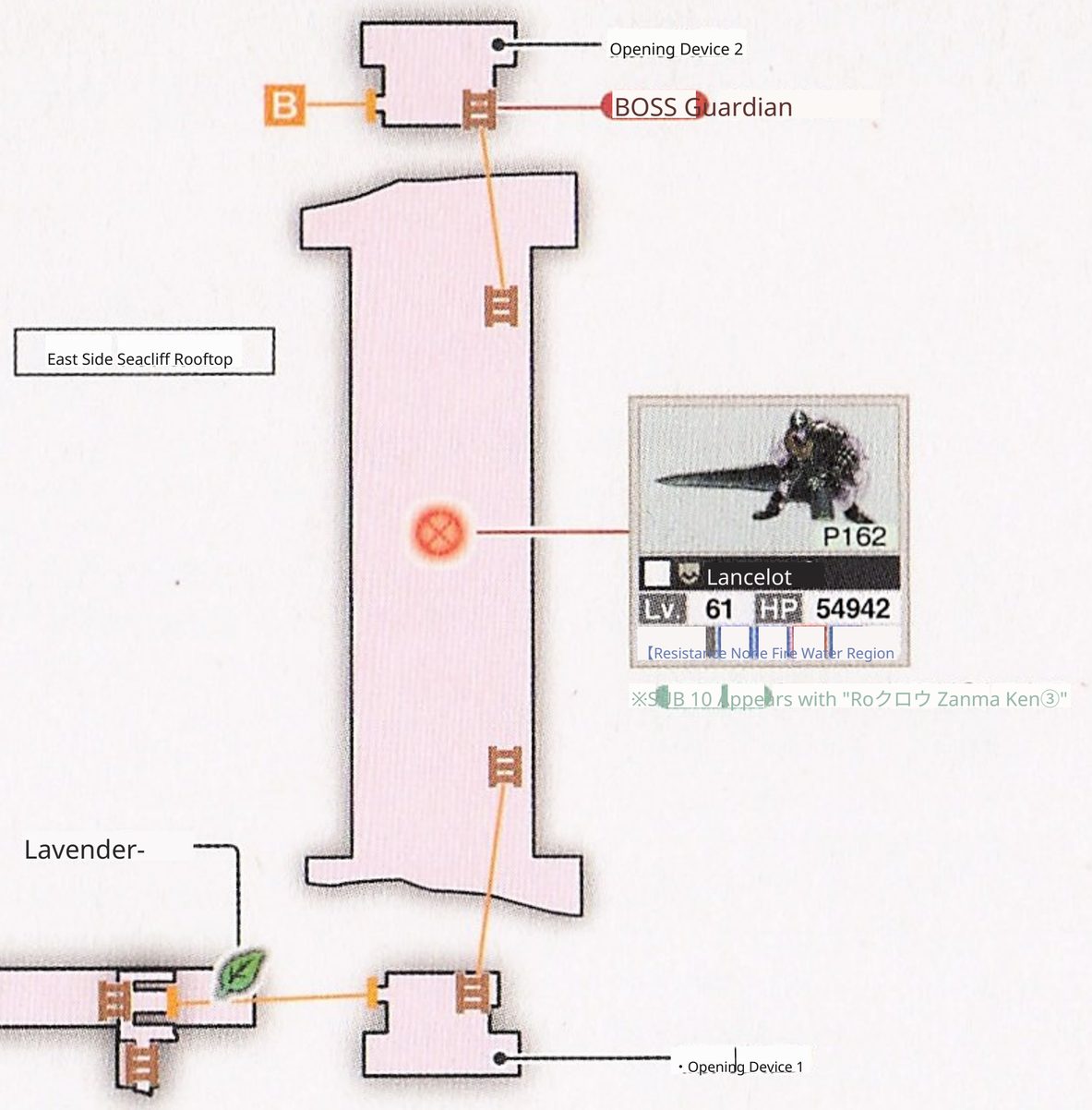
▼ Appearing enemies

▼ Treasure Chest (Lv.11)

1 Life Bottle
2 Life Bottles
13 Earthlings
4,680 Geld
4 Plain Sheet
6 | Denore Bottle

▼ トレジャーポイント

Enhancement	Amber Fragments, Bronze Lump, Odorless Liquid
Ingredients	Rock Salt, Pepper, Sugar, Pure Rice Water Soy Sauce, Daiginjo Pure Rice Water, Doubanjiang Grape Hearts
Redeem	Chipped Copper Coin, Small Ore, Aged Silver Coin Gemstone Ore



Main 17

To open the Gate of the Sea of Fortigan

When you infiltrate Vortigan, first aim for that room. The goal here is to obtain the "Key to the Fortress Doors" and destroy the enemy battleship. The "Key to the Fortress Doors" can be obtained in the Yamato Control Room, and the enemy battleship advances to area ③; defeat the Commander Sword Demon (1) and you will succeed. To reach area ③, drop rocks from above to break the obstacles.

The control room is not locked
Use this lattice window to enter inside.

▼ Boss Data

First-Class Long Sword Against Demons (1) P230
Lv. 11 HP 6753 Weakness none Resistance none
Notes none

Boar God (1) P230
Lv. 11 HP 3000 Weakness none Resistance Fire
Notes none

Q: Dream-Real Hard Mouse (1) P260
Lv. 11 HP 78 Weakness Water/earth Resistance Fi
Notes None

Main 17

Fight the Guardian with the unlocked secret technique

After obtaining the "Key to the Fortress Doors" and destroying the enemy battleship, proceed east from that room. If you operate both open-door devices 1 and 2 on the two towers separated by the bridge, the sea gate will open and the Banueltria ship will be able to advance. Then climb the tower and take the passage above the gate; you will face a fight with Guardian, and then escape. After releasing the Neko Ninja Box, return to the roof. The Guardian uses a lot of guarding, so prioritize Blow Soul to aim for combos, and connect to the unlocked secret technique to deal heavy damage.

If Guardian's aim is directed away from the playable character, attacking from the side allows for safe continued attacks.

▼ Boss Data

Guardian P235
Lv. 12 HP 10576 Weakness None Resistance None At the start of battle, other than Ryphiset, hidden techniques be come usable

No.10~14

Pure World ~ [redacted] Even the secluded palace harbors darkness

To the royal capital Rogres

When the ship arrives at Zexon Port, proceed a little further

Talk to Benwick

SUB 08 "Sending the Ship ~In Search of the Unknown Sea①" [Auto]
(→P160)

Approach the south gate of Zexon Port and listen to a tale about Class A Watchman Demon

- Proceed along Dana Street and enter Rogress

19 Scenes of the Capital

Go to the front plaza of Rogress's royal castle and listen to Altarius's speech.

SUB 03 "Daimashia Arthur II" (→P158)
SUB 09 「THE・Zange①」 (→P161)

- Speak with the tavern owner in Rogress

To obtain information about the instructor

Complete three requests from the Guild "Blood-winged Butterfly." The order is up to you.

Accept the first request and head to the Dana Road.

- 【Destruction of Supplies】 Examine the red box in the warehouse at Zaxon Port and ignite it. BOSS Eleanor (1) Rapier User x2

Report to Tabatha at the Rogress Inn, and if there are any remaining requests, accept the next mission.

- 【Search for the Missing Person】 Proceed along the Dana Street toward the Garis Lake Road direction

SUB 10 "Lokurō Slaying Demon Sword I" (→P162)

Progress along the Garris Lake Road. Boss: Mercenary ×2, Wyrd Spiral (1) ×2

Approach the search target Mendi

Report to Tabatha at the Rogress Inn, and if there are any remaining requests, accept the next mission.

Attack: [Elimination of Raiders] Proceed to the point on Dana Road and fight three Tenganazal

- Report to Tabasa at the Rogress tavern, and if there are remaining requests, take the next request

21 Eliminate Priest Gideon

Complete all three Bloodwing Butterfly requests, then talk to Tabasa at the Rogress tavern

- Talk to the tavern keeper and rest

Approach the soldiers in the Rogress Cathedral area and enter the Royal Capital Underground Path.

- Operate the switch in the Royal Capital Underground Path to lower the water level and proceed deeper, then enter Rogress Manor

Proceed through the chapel of Rogress Manor. Boss: Eleanor (2), Dueling Fencer ×2, Expert Dual-Wielding Demon Hunter ×2

- Magilou joins for consecutive battles. BOSS Eleanor (2) Rapier User x2, Secondary Dual Sword Demon Hunter ×2
- descend to the deepest level of the Rogue-less Palace's Chapel
- talk to Tabasa in the Rogue's Tavern

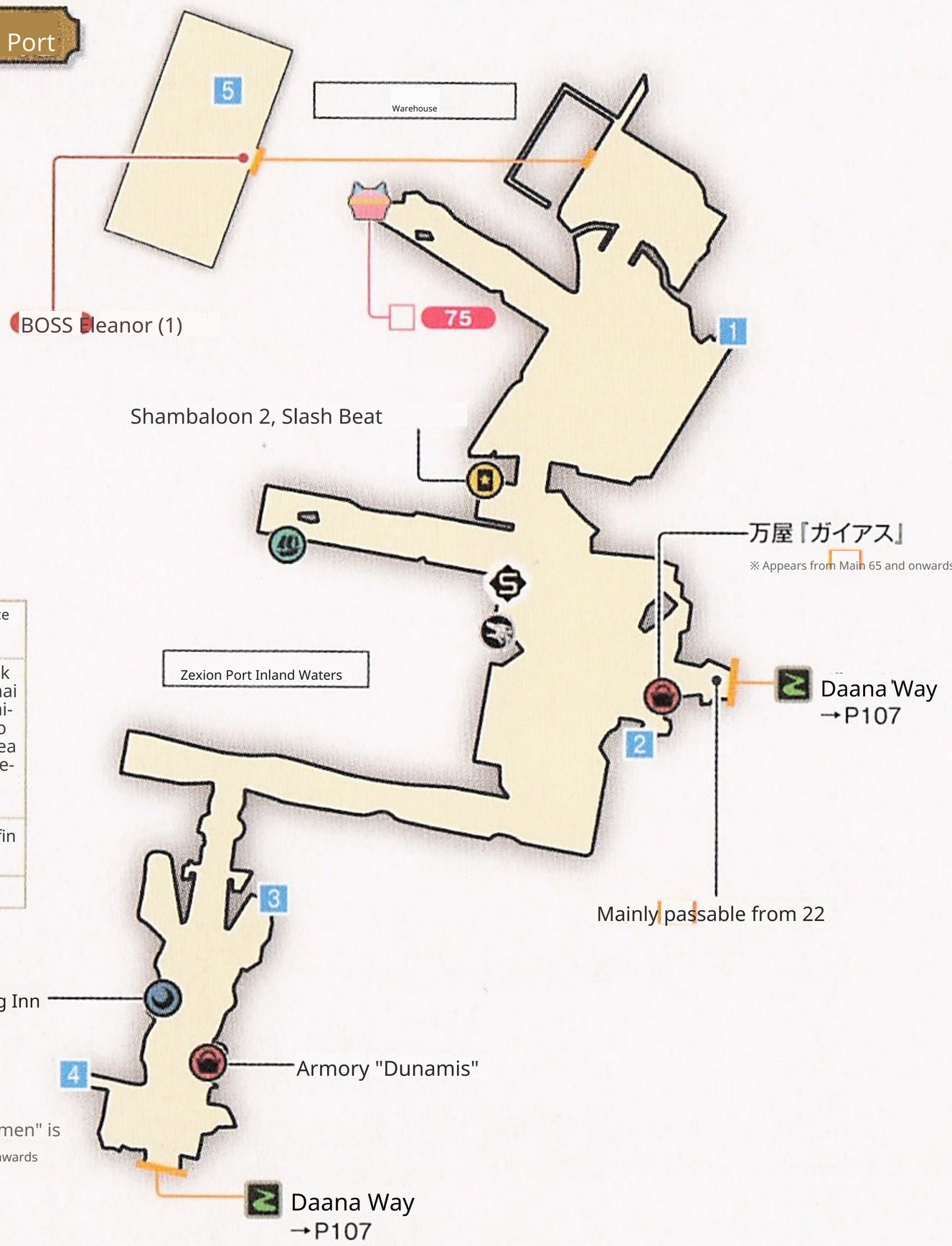
Market center of trade: Hexxon Port

▼ Treasure Chest (Lv.13)

1	Life Bottle
12	Denore Bottles
3,720	Garud
4	Calcite Blade
5	Amber Shard

▼ トレジャーポイント

ment	Amber Shard, Bronze Lump, Calcite Enhance Shard, Odorless Liquid
Ingredients	Worcestershire sauce, olive oil, rock salt, pepper, sugar, potatoes, Junmai-shinsui, soy sauce, Daiginjo Junmai-shinsui, Legendary Doubanjiang, tomato, nutmeg, Norumin carrot, bread crumbs, Secret flavor taste, grape-shinsui
Redeem	Chipped copper coin, clean seashell, fin リ草、古びた銀貨
Others	TL Coin



Central Main Line thena Way

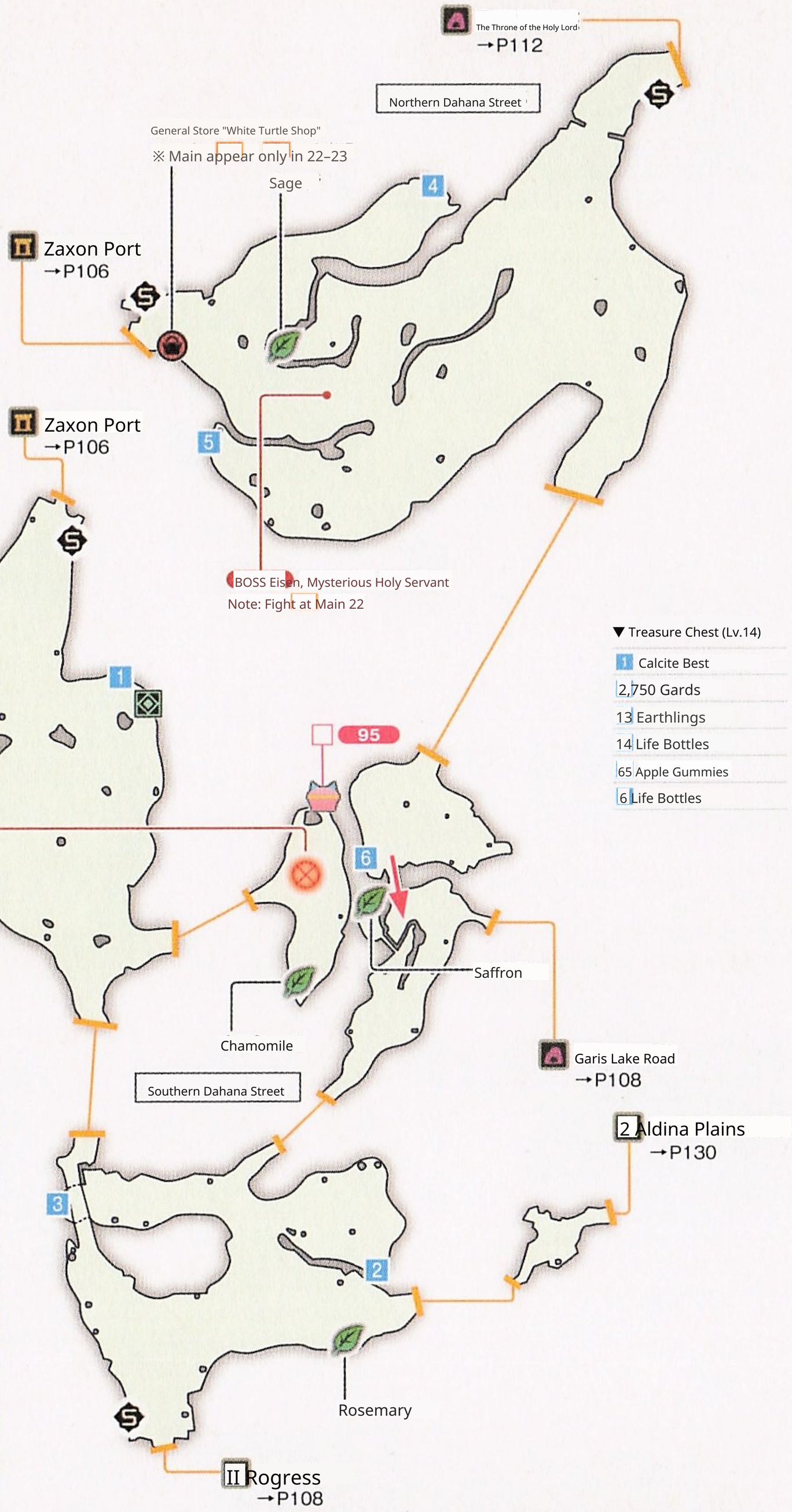
▼ トレジャーポイント

Enhancement	Fragment of Orthoclase, lump of black silver, lump of bronze, Intermediate refining powder, faint fragrance liquid, calcite fragment, odorless liquid
Redeem	Flame stone shard, chipped copper coin, finned hake grass
Fishing bait	Nekomimi, Hookroach
Others	TL Coin

※ Calcite fragments are obtainable before Main 37, Orthoclase fragments, intermediate refining powder, faint fragrance liquid obtainable after Main 37, bait obtainable only after Main 40, respectively

※S 12 【Looks strong appearance!】 appears when viewed. However, during the main quest at level 20 “Elimination of Raiders” progress, it does not appear

▼ Appearing Enemies



▼ Treasure Chest (Lv.14)

1	Calcite Best
	2,750 Gards
	13 Earthlings
	14 Life Bottles
	65 Apple Gummies
	6 Life Bottles

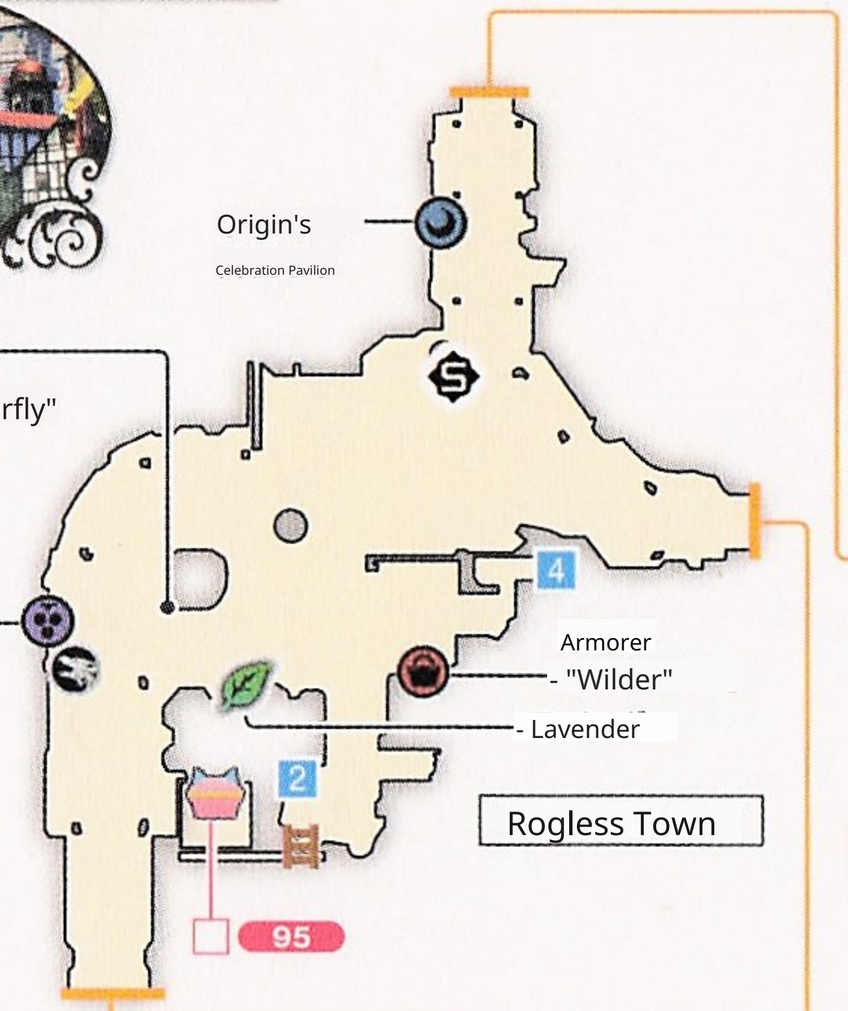
Main 18

Exploration of the Exotic Sea Unlocked

The ship arrives at Zexon Port and moves forward a little, then when you talk with Ben Wick, SUB 08 "Dispatching the Ship ~ In Search of the Unknown Sea ①" will be triggered, allowing exploration of the unknown sea. In addition to exchangeable materials, you can obtain ingredients, recipes, treasures, and visual items, so be sure to dispatch the ship once the icon notifying the ship's return appears.

It takes 30 minutes in real time for the dispatched ships to return. Always dispatch ships to expand the areas you can explore.

The Glorious Capital of Lorgres



▼ Treasure Chest (Lv.14~15)

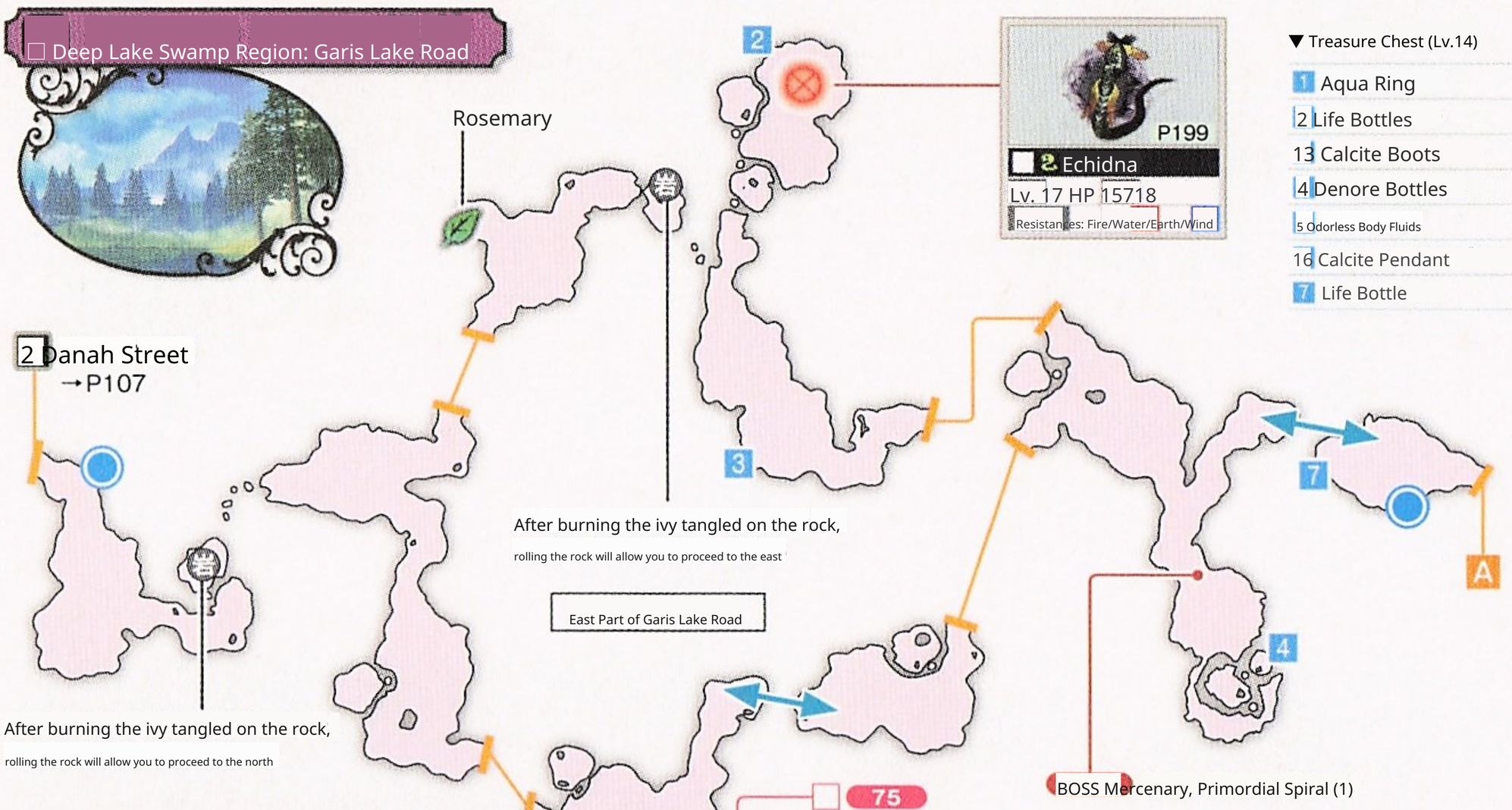
1 800 Gald
2 Calcite Garment
3 Holy Bottle
4 Simple Pendant
5 Life Bottle

▼ Treasure Points (*)

Enhancement	daiginjo junmai sake, tomatoes, nut meg, Norumin carrot, bran, grape
Ingredients	heart water
Redeem	Chipped copper coin, old silver coin, gemstone raw ore
	Bait Emperor ant, Nekomimi, Hokurochi

Note: Fishing bait can only be obtained after reaching the main story chapter 40

Deep Lake Swamp Region: Garis Lake Road



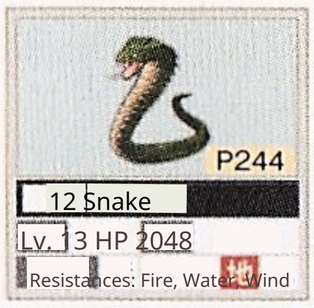
▼ Treasure Chest (Lv.14)

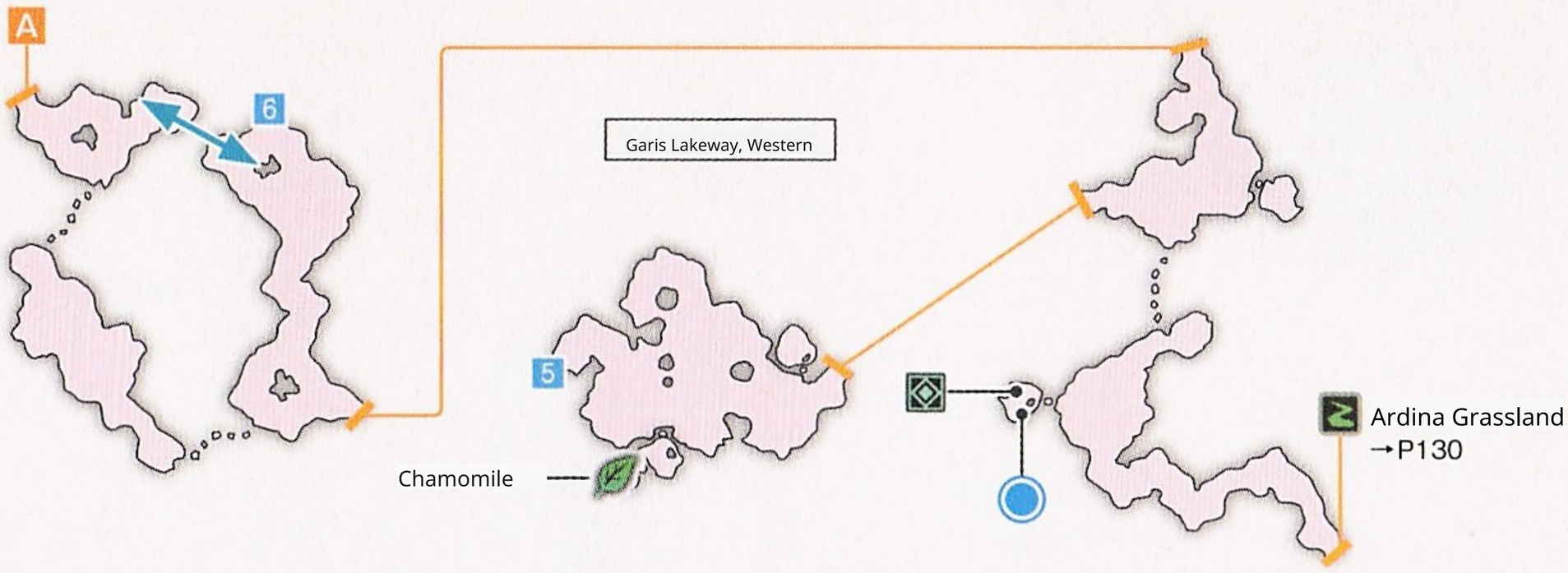
1 Aqua Ring
2 Life Bottles
13 Calcite Boots
4 Denore Bottles
5 Odorless Body Fluids
16 Calcite Pendant
7 Life Bottle

▼ Treasure Points

Enhancement	Block of Black Silver, Fragment of Calcite, Bronze Block, Intermediate Alchemy Powder, Fragment of Gypsum, Aromatic Liquid, Odorless Liquid
Redeem	Beautiful Shell, Feather Grass
Others	TL Coin

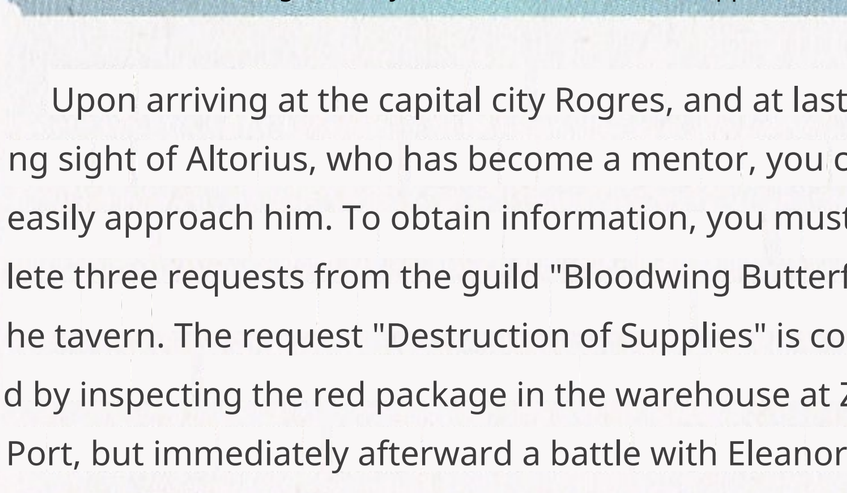
▼ Appearing Enemies





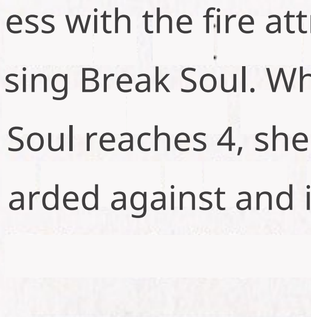
Bloodwing Butterfly Mission: Destruction of Supplies

Upon arriving at the capital city Rogres, and at last catchi ng sight of Altorius, who has become a mentor, you cannot easily approach him. To obtain information, you must comp lete three requests from the guild "Bloodwing Butterfly" at t he tavern. The request "Destruction of Supplies" is complete d by inspecting the red package in the warehouse at Zexion Port, but immediately afterward a battle with Eleanor occur s. First defeat the dagger user, then exploit Eleanor's weakn ess with the fire attribute "Crimson Flame Blade" or attack u sing Break Soul. When Eleanor's HP falls below 25% and her Soul reaches 4, she uses "Aerial Storm" which cannot be gu arded against and is highly powerful, so dodge it.



Take a round step and dodge. Eleanor's at tack continues with two consecutive hits

▼ Boss Data



2 Eleanor (1) P233

Lv. 14 HP 9250 Weakness Fire Resistance Earth

Note: Two dagger users appear at the same time

Blood-winged butterfly quest: Eliminate the raiders

When you accept the quest “Eliminate the Raiders,” go to the area where the Neko-Nin Box on Dana Road was. You will face three long-armed monkeys in battle, but th ey are as strong as the enemies encountered on Dana R oad, so you can defeat them without difficulty. After finis hing, return to the Rogliss Inn and report to Tabatha.

Bloodwing Butterfly Mission: Search for the Missing

In the "Search for the Missing" assignment, proceed we st along the Dana Road into the Garis Lakeway. If you go f urther inside, you will confront mercenaries and two Prim ordial Spirals. The Primordial Spiral’s power is increased b y 20% due to the strengthening link with the mercenaries, so defeat the mercenaries first to break the link. The merc enaries are best attacked during their casting pauses, usin g combos to deal rapid damage. The Primordial Spiral can be efficiently damaged with wind-element weak points like "Feathered Leap" and "Rush Strafing." Note that you cann ot proceed further west along Garis Lakeway yet.

Afterwards, when you roll, you create a platform to advance. Attack to interrupt its chant. Enemies e ntangled in rocks burn the vines; they use Holy Servitude while chanting. E nemies during chant

▼ Boss Data

Mercenary P261

Lv. 15 HP 2918 Weakness none Immunities none

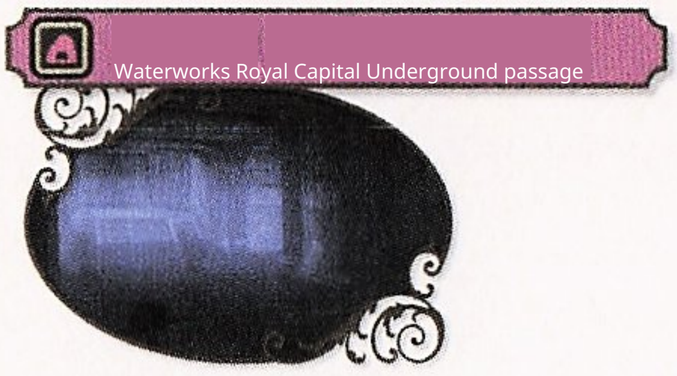
[Notes] None

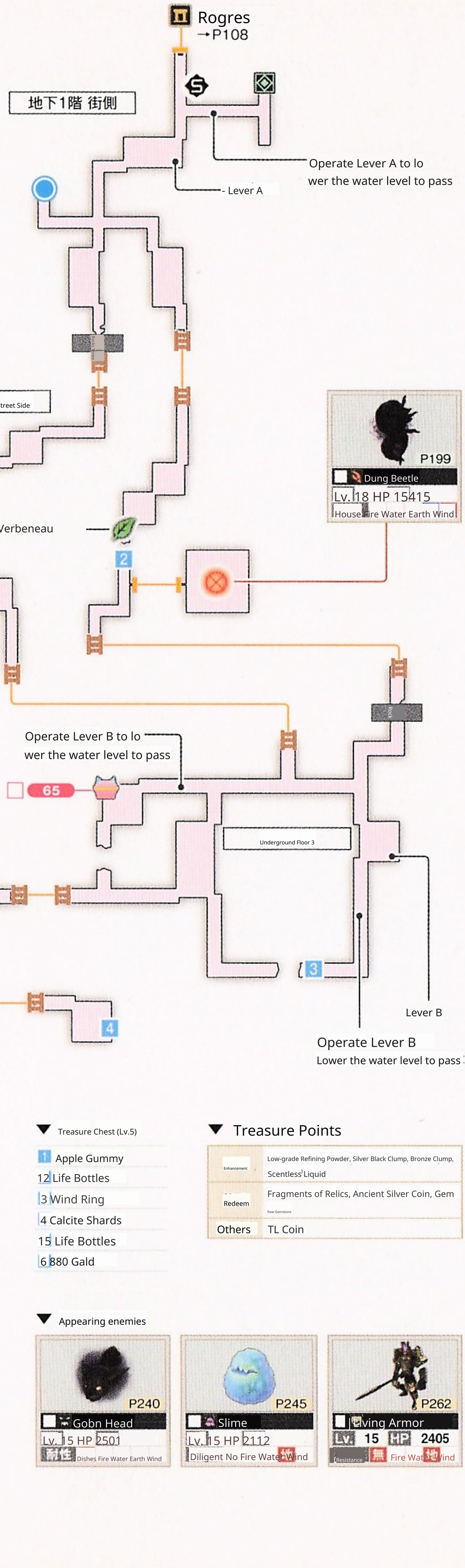
2 Primitive Spiral (1) P239

Lv. 15 HP 4284 Weakness Water Resistance Wind

Note: None

A Waterworks Royal Capital Underground passage





▼ Treasure Chest (Lv.5)

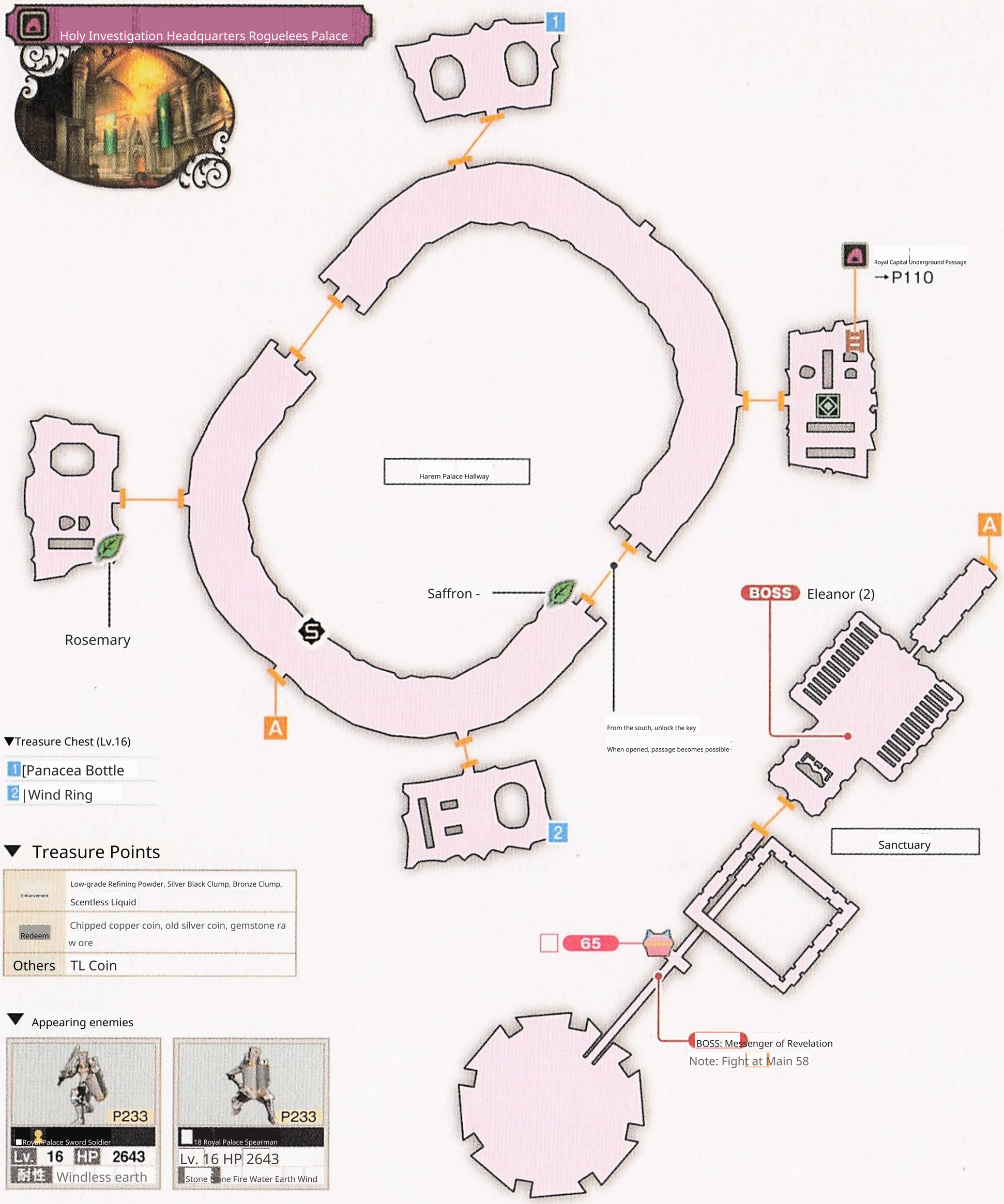
1	Apple Gummy
12	Life Bottles
3	Wind Ring
4	Calcite Shards
15	Life Bottles
6	880 Gald

▼ Treasure Points

Enhancement	Low-grade Refining Powder, Silver Black Clump, Bronze Clump, Scentless Liquid
Redeem	Fragments of Relics, Ancient Silver Coin, Gem
Raw Gemstone	
Others	TL Coin

▼ Appearing enemies

Holy Investigation Headquarters Roguelees Palace



▼Treasure Chest (Lv.16)

1 [Panacea Bottle

2 |Wind Ring

▼ Treasure Points

Enhancement	Low-grade Refining Powder, Silver Black Clump, Bronze Clump, Scentless Liquid
Redeem	Chipped copper coin, old silver coin, gemstone ra w ore
Others	TL Coin

▼ Appearing enemies

Main 21

Infiltrate from the royal capital underground passage to the Holy Hall headquarters

In the royal capital underground passage, operate th e lever to lower the water level to proceed. In the Rosgr os Palace, as you advance through the cathedral, a battl e with Eleanor occurs. If Eleanor's HP drops below 50%, the first half ends, and Eleanor's HP fully recovers to pro ceed to the second half, so focus fire on Eleanor. In Zexo n Port, Eleanor fought there had fire as a weakness, but here her weakness is water attribute, so withベルベット you should aim for a weakness combo with "Univbaren".

Magilou joins at the start of the second half and Switch Blast becomes available.

▼ Boss Data

Eleonora (2) P233

Lv. 17 H 1528 eakness W ter Resistan None In t irst h wo Longsw rd User

Notes s, two Second-class Longsword Ant Mages; in the second half, two Longsword Users and two Second-c ass Dual Sword Anti-Mages appear simultaneously

No. 15-16

To the Throne of the Saint, fangs not yet broken

22 To the Saint's Throne

Exit from Rogress's inn

SUB 09 「THE・Zange II」 (→P161)

Continue along Dorna Street and enter Zexon Port

Talk to the veteran pirate at the dock

After talking with McGird, go to the point

As you approach the East Gate, Aizen will disengage

Exit from Zexon Port's East Gate to Dorna Street and advance toward the Throne of the Saint. Boss Aizen, Mysterious Saint-slave. After the battle, Aizen will rejoin [illegible]

Enter the Throne of the Saint

Fight Archdruid Altorius!

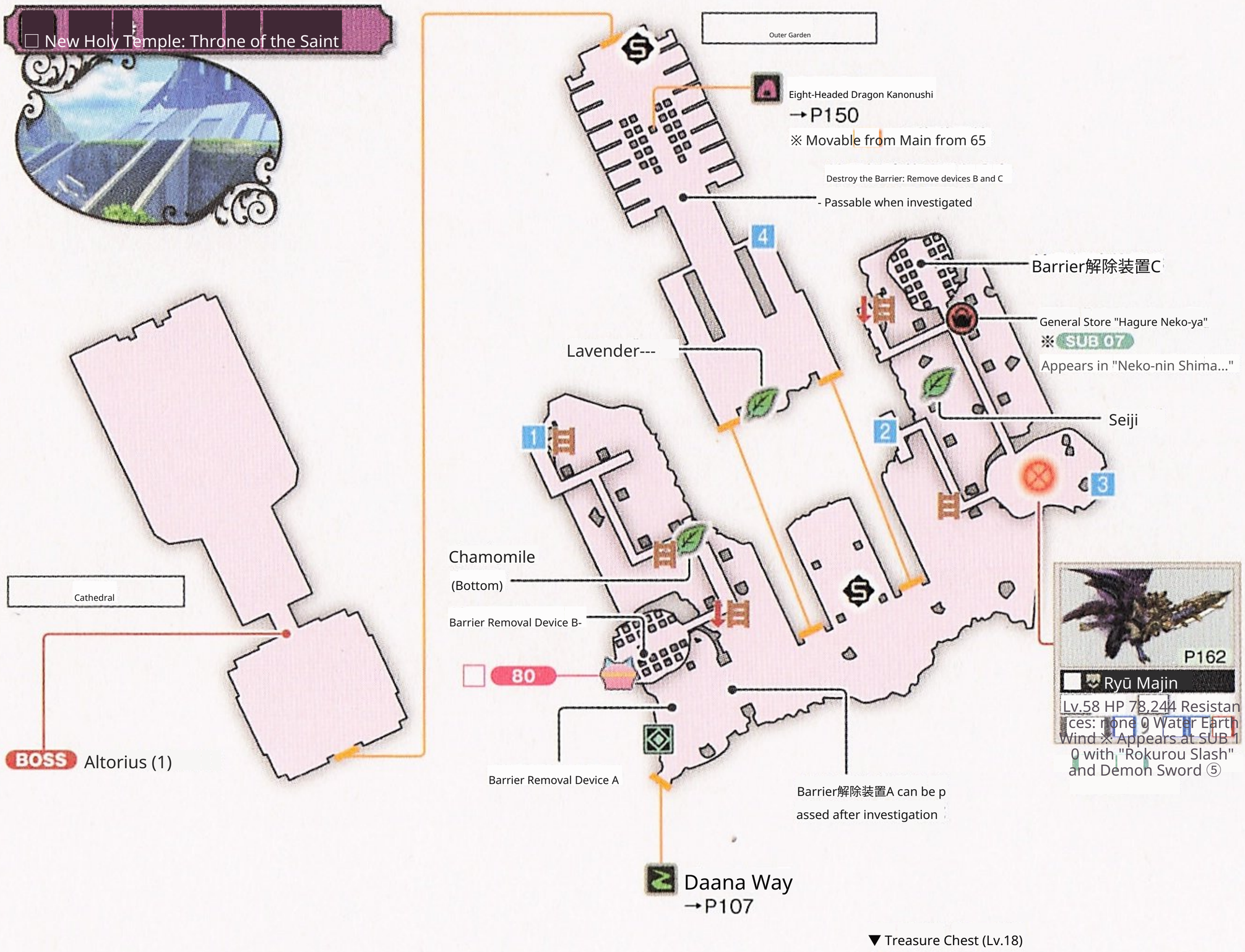
Investigate the three containment device locations

・Enter the cathedral. Boss Altorius (1)

24 Escape from the Otherworld

Anything other than Velvet will disengage. Proceed through the geodomain and reach the Ivork Ruins

☐ New Holy Temple: Throne of the Saint



▼ Treasure Chest (Lv.18)

1 Burning Charm
12 Burning Charms
3 Panachia Bottle
4 Cluster Ripper

▼ Appearing Enemies (Main 65 or earlier)

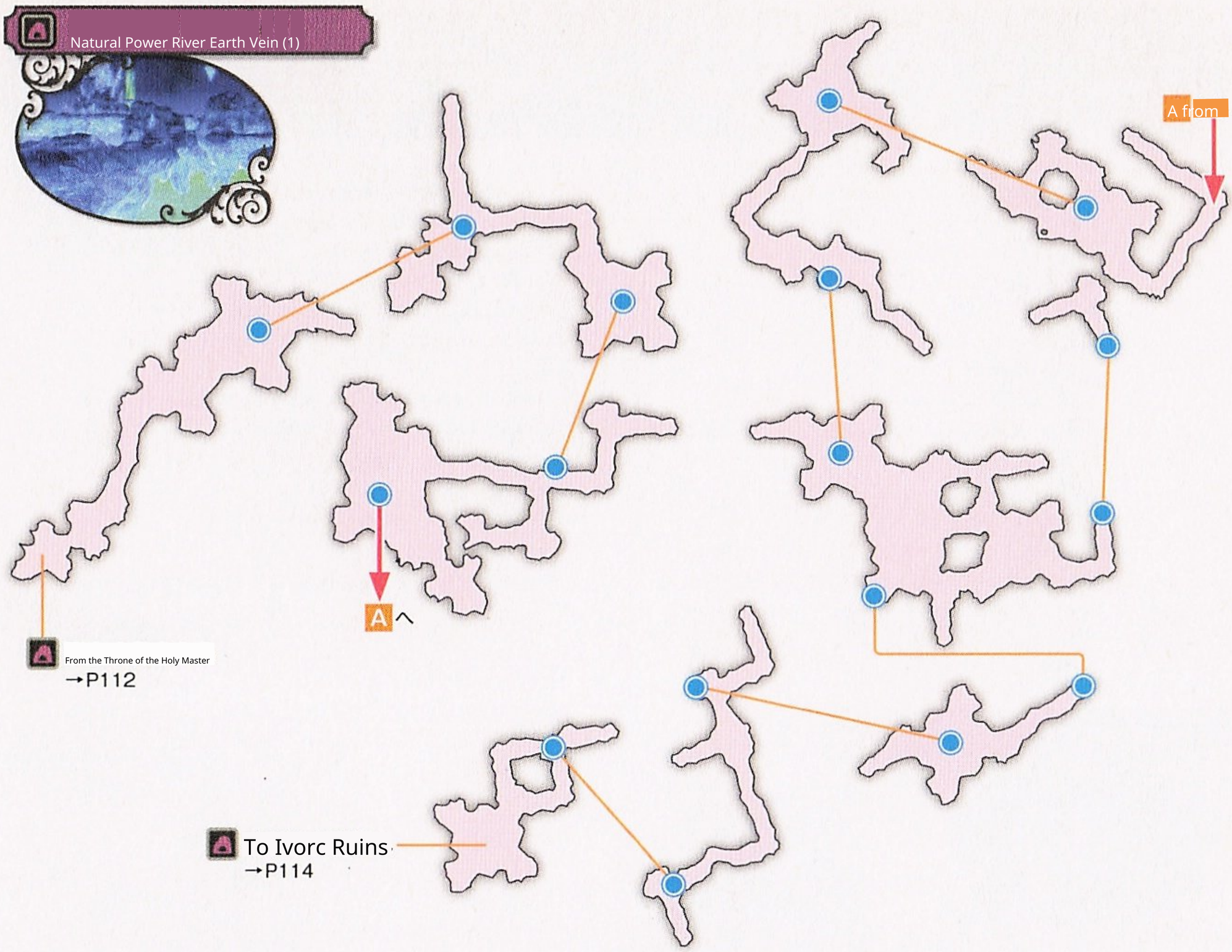
▼ Encountered Enemies (Main from 65 onwards)

▼ Treasure Points (Main before 65)

Enhancement	Low-grade Alchemy Powder, Bronze Chunk, Calcite Fragment, Odorless Liquid
Redeem	Relic Shard, Flame Stone Fragment
Others	TL Coin

▼ Treasure Points (Main 65 and beyond)

Enhancement	Gold Chunk, Shining Silver Fragment, Stimulating Smell Liquid, Advanced Alchemy Powder
Redeem	Relic Shard, Flame Stone Fragment
Others	TL Coin



To the Throne of the Holy Lord where Altorius is

From the western exit of Zexon Port, enter Dana Str eet and head west toward the Throne of the Holy Lord, but along Dana Street, a battle begins between Eisen and the mysterious holy thrall. To stop it, you will have to fight both of them at the same time. You need to de feat both, but sometimes Eisen and the mysterious hol y thrall attack each other. Use that moment to heal up.

Defeat the one with lower HP first, Focus your attacks on the remaining one.

▼ Boss Data

? Eisen P229

Lv. 18 HP 1?132 Weakness: None, Resistance: Water

Notes: None

? Mysterious Holy Servant P250

Lv. 18 HP 15462 Weakness: None, Resistance: Ground

Notes: Reduces slowness effects by 100%

Cannot stand against Altorius

We can hardly deal any damage to Altorius, and after one minute of battle, an event occurs and th e fight ends. Guard or keep avoiding Altorius's att acks with around-step, and endure for one minut e. After the battle, you will be transported to ? ? ?? (vein). There are no chests or treasure points and no enemies appear, so head for the exit to the Ivo rc Ruins.

The barrier at the Throne of the Holy Sovereign can be lifted by examining the barrie r解除装置. The remaining two解除装置 are located above after climbing the lad der. Boss data

Altorius (1) P229

Lv. 60 HP 45480 Weakness: None, Resistance: None

Note: Reduces all damage by 20. Since the start of combat

When 1 minute has elapsed, the battle ends

Eleanor's capture~ Swordsman and Swordcraft

25 Seek the Witch-Hunter

• Crolo, Aisen, and Magilou return. Proceed to the Ivorc ruins and approach White Turtleman

SUB 07 "The Tale of the Turtle Man ②" [Auto] (→P159)

• When you reach Briggitt Gorge, Velvet fights the boss alone. BOSS Eleanor (3)

[26] A Short Rest

• Approach Lyfset near Briggitt Gorge

• Rest at the Ivorc ruins. After the event, Lyfset returns and Eleanor joins

SUB 05 『Cooking Chat II』 (→P159)

27 Wandering the Struck-From Land

Proceed through the Brigid Valley. BOSS Briggit Bandit

Proceed further through Brigid Valley. BOSS Sword Slasher

Enter the Vester Passage and proceed while lighting the candle holder. In solo battle against Roclow. BOSS Sigre (1). After the battle, Roclow withdraws.

28 Elite Demon Hunter Sigre Appears

Approach the blacksmith Kurogane in the Vester Passage's blacksmith's workshop, and talk with Aizen, Magilou, Eleanor, and Reizeft

Move to ★ Point and fight the First-class Longsword Demon Hunter, and three Second-class Spear Demon Hunters. After the battle, Roclow returns.

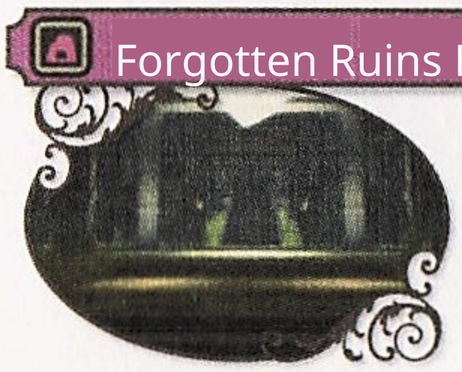
Enter Kadonix Port and advance. BOSS Sigre (2) First-class Battle Staff Demon Hunter ×2

SUB 02 "Knight Training II" [Time-limited] (→P158)

[29] Aiming for the South Gand Domain

・Talk with Benwick and choose "Izult Port" as the destination to travel to by ship

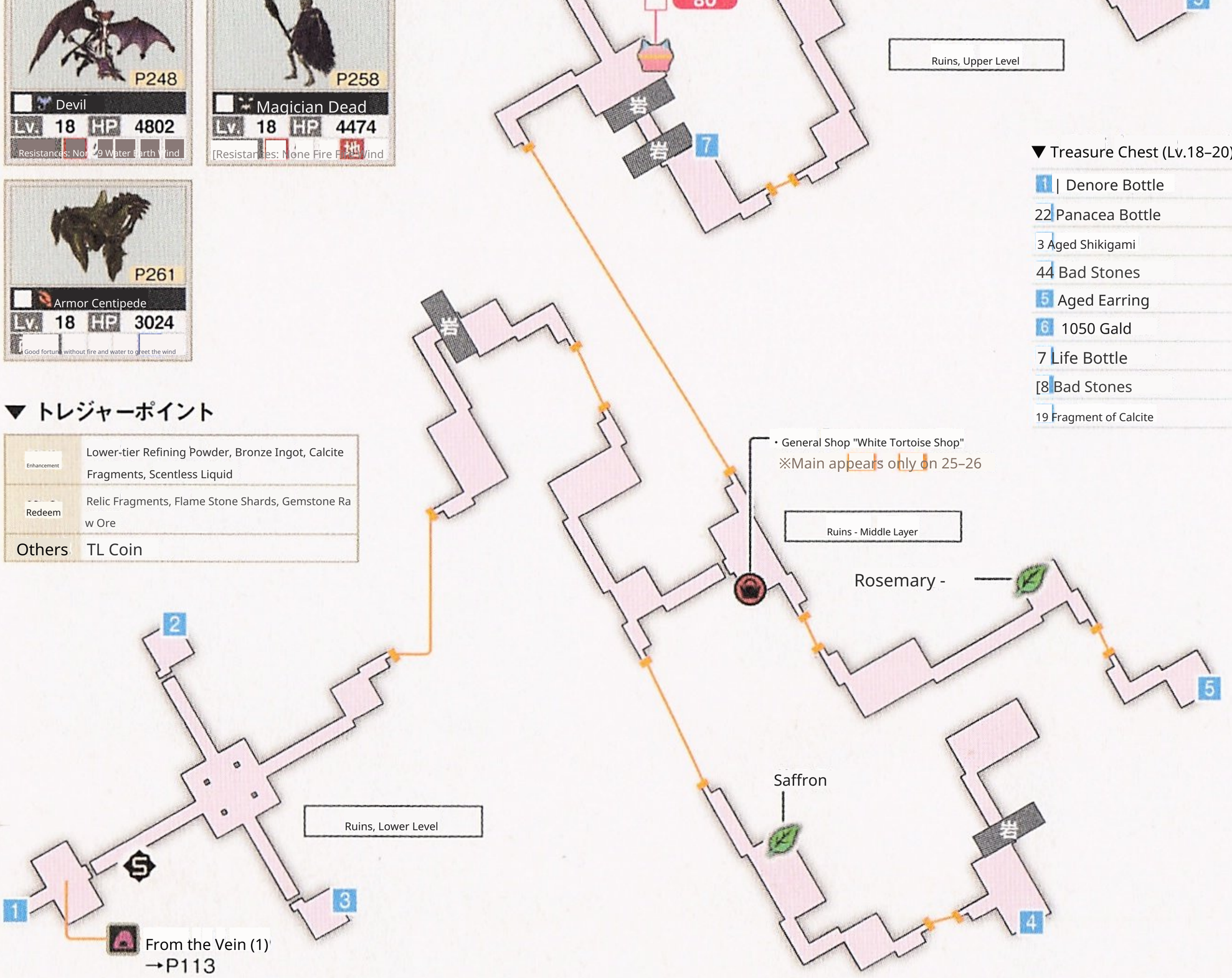
Forgotten Ruins Eburk Ruins



▼ Appearing enemies

▼ トレジャーポイント

Enhancement	Lower-tier Refining Powder, Bronze Ingot, Calcite Fragments, Scentless Liquid
Redeem	Relic Fragments, Flame Stone Shards, Gemstone Raw Ore
Others	TL Coin



▼ Treasure Chest (Lv.18–20)

1 | Denore Bottle
22 Panacea Bottle
3 Aged Shikigami
44 Bad Stones
5 Aged Earring
6 1050 Gald
7 Life Bottle
[8 Bad Stones
19 Fragment of Calcite

谷風鳴りの谷 Bridget Gorge

▼ Treasure Chest (Lv.33)

1 Froble Boots
2 Chocolate God
3 1100 Gald
4 Inov Bottle
15 Ajiat

▼ Appearing Enemies

P231
Witch
Lv. 19 HP 4407
No eyes Fire Water Wind

P244
Scale Bird
Lv. 19 HP 7584
Choose None Fire Water Earth Eye

P250
Errant
Lv. 19 HP 5332
Xe Xing Wu Fire Water Earth Wind

P251
Harpy
Lv. 19 HP 4483
Go to No Fire Water Wind

▼ Treasure Point (※)

Enhancement	Low-grade refinement powder, copper chunks, fluorite fragments, odorless liquid
Redeem	Hiruhari grass, everlasting mushrooms
fishing bait Emperor Ant, Nekomimi, Hookroach	
Other TL Coins	

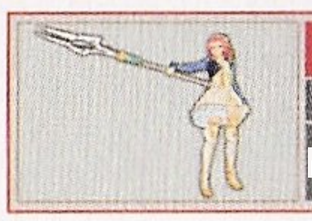
※Bait appears only after the main 40

Main 25 ~ 26 Eleanor joins after the battle

In the Ivork Ruins, destroy the rock wall blocking the passage to head toward the northeast exit. When you reach Brigitt Gorge, Velvet will duel Eleanor one-on-one. Since you cannot receive healing or other support from allies, be sure to restock recovery items at the general store “White Turtle Shop” before leaving the Ivork Ruins. When Eleanor’s remaining HP drops to 50% or below and there are 5 souls, she will use a powerful finishing attack “Aerial Slash” and a forward fireball attack “Spiritual Spear • Beast Fire.” These should be dodged with step evasion rather than guarded.

After the event, Eleanor joins the party,
The secret technique of Raifuset is also unlocked.

▼ Boss Data


Eleanor 30
P233
Lv. 20 HP 6671 Weakness none, Resist none
Notes: It will be a one-on-one battle with Velvet.

Main 27 Defeat Brigitt Bandits

Brigitte Valley推进时将要战斗的Brigittan山贼虽然没有明显弱点，但并非难缠对手。攻击频率也较低，使用Break Soul等工具毫不吝惜，一举击败他们即可。

▼ Boss data

2 Brigittan Bandits
P255
Lv. 20 HP 7763 Weakness none, Resist none. Notes none

Main 27] to fight in Brigittan Valley with the knife slash

The Knife Slash attack is often a horizontal slash or forward thrust; flanking behind to strike is safer. When the Knife Slash Soul has 4 charges, the powerful "Lightning Thrust" can be dodged with Around Step. Use the opportunity when an ally's attack staggers Knife Slash to launch a combo.

▼ Boss Data

Blade Slash
P235
Lv. 20 HP 17902 Weakness Water Resistance Wind
Note: None

Mining Ruins: Vester Tunnels

▼ Treasure Points (Outside Kurogane Laboratory)

Enhancement	Low-grade Enchantment Powder, Bronze Lump, Small Ore, Fragrance Liquid, Fluorite Fragment
Exchange Flame Stone Shards and other TL Coins	

▼ Treasure Points (Kurogane Laboratory *)

Enhancement	Stinky liquid, golden lump, low-grade alchemy powder, schist fragment, silver glimmer fragment, topaz fragment, void lump, argentum lump, amber fragment, acrid-smelling liquid, high-grade alchemy powder, orthoclase fragment, bronze lump, quartz fragment, mid-grade alchemy powder, ultra-hard stone fragment, platinum lump, faint-fragrance liquid, calcite fragment, fragrant liquid, fluorite fragment, odorless liquid
Refined gemstone ore	

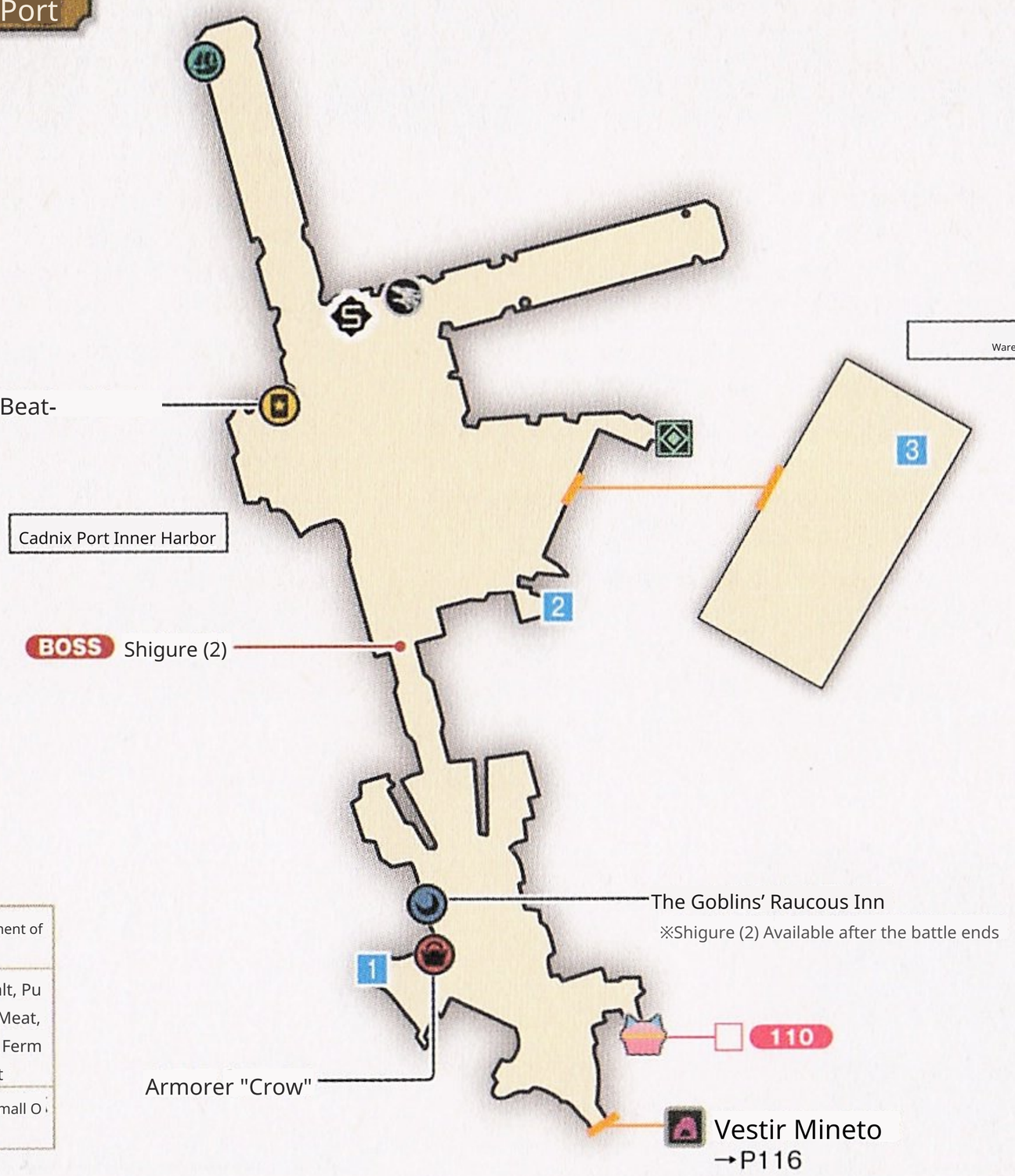
※ Orthoclase fragments, quartz fragments, and mid-grade alchemy powder are main 40 or below; golden lump, topaz fragment, silver glimmer fragment, acrid-smelling liquid, and high-grade alchemy powder are main 60 or above; odoriferous liquid, void lump, ultra-hard stone fragment, and platinum lump can only be obtained after clearing.

▼ Treasure chest (Lv.21–22)

1. Slow Charm
2. 1200 galds
3. Panacea Bottle
4. Succubus Horn
5. Ancient Spear
6. Fragments of Calcite

▼ Appearing enemies

☐ Mining Outpost Kadnix Port



▼ Treasure Chest (Lv.22)

1 Tranquillo
2 Life Bottles
3 1450 Garos

▼ トレジャーポイント

Enhancement	Fragment of Amber, Block of Bronze, Fragment of Calcite, Odorless Liquid
Ingredients	Frosted Boar Meat, Olive Oil, Rock Salt, Pure Rice Spirit, Soy Sauce, Mysterious Meat, Nutmeg, Garlic, Ban Powder, Secret Fermented Miso, Grape Juice, Goblin Meat
Redeem	Flame Stone Shard, Spent Copper Coin, Small Ore, Worn Silver Coin

Main 27

Fight Sigre in the Vester Mine Tunnels

As you progress in the Vester Caverns, breaking rocks along the way, Rokurou will duel Shigure one-on-one. Shigure wields long-range forward reach with "Earthshaker" and attacks wide areas with "Slashing Light." Observe with guard and aim to counterattack during the openings after Shigure's strikes. Since Shigure may use techniques in rapid succession, be sure to watch the action until the end before counterattacking. The battle ends when Shigure's HP drops to 50% or less.

In the Wester Sewer (Westerska) tunnels, you move through the area via small holes. Neko Supersp (Neko Supi) sometimes marks the holes, so don't miss them.

▼ Boss Data

Shigure (1) P242

Lv. 22 HP 7395 Weakness: None, Resistance: None

Notes: Engage in a one-on-one battle with Rokurou, HP at 50%
Reducing to the following ends the battle.

Main 28 ~ 29

Resuming battle with Shigure at Cadnix Port

The Sigre fight at Codnix Port can be fought with the full team. When you attack during Sigre's newly used "Void Stance," you will receive a high-damage counterattack, so during the stance you should either stop attacking or move away to attack with magic. Also so, if Sigre's HP drops to 75% or lower, there is a possibility that she will use the secret technique "Storm Moon Flow - Eagle of the Storm," but its usage is infrequent, so if you are aiming for a trophy, it's good to keep an eye out for it in the late-stage Sigre battle.

Shigure's technique "Gori-satsu" (Killing Blow) can be used when Soul is 4 or higher. There is a window before the technique is released, so avoid it with an Around Step.

▼ Boss Data

Shigure (2) P242

Lv. ~~23~~ HP 2108 Weakness Fire Resistance Earth

Notes: Two Level 1 Mage Defenders appear simultaneously. HP at 32% remaining
In the following case, Defense increases by +30%

No.19 Harmony of Sea and Wind

30 Warlord-Tyrant Outbreak

・Advance to Leni d

SUB 08 "Ship Dispatch ~ In Search of the Unknown Sea ②" (→P160)

・Talk to the apothecary in Leneed

・Enter the Norg Marsh

- Enter the Waru Grove by passing through the Norg Marsh.
- Proceed through the Waru Grove and fight the 二等細剣対魔士 and 二等双剣対魔士.
- At the deepest part of the Waru Grove, examine the Saletoma Flower. Boss: Glossa Agito.
- Return from the Waru Grove toward the Norg Marsh.

SUB 05 'Cooking Chat ③' (→P159)

SUB 06 'Dooms of the Wicked ②' [Auto] (→P159)

- Pass through the Norg Marsh to return to Lenid. Izzen will detach along the way.
- Approach Benwick in Lenid.

31 Traps Lurking in Roraina

- Enter the Brunaak Plateau from the Norg Marsh and head north. Izzen will rejoin.
- Enter the grand hall on the second floor of Lowraine. Boss: Legendary Wyvern ×3.

・Exit from Lolarine to the Brunarak Plateau

32 Each School

・Enter Renield

SUB 11 'Rificset and the Ancient Elixir ①" (→P164)

- Go to Renield Port

SUB 12 "Mysterious Arena ①" [Auto] (→P166)

【33 Heading back to the Southguard Territory

Talk to Benwick and travel by ship to Izhurt Port

Waterfront Village Lenide

▼ Treasure Chest (Lv.23)

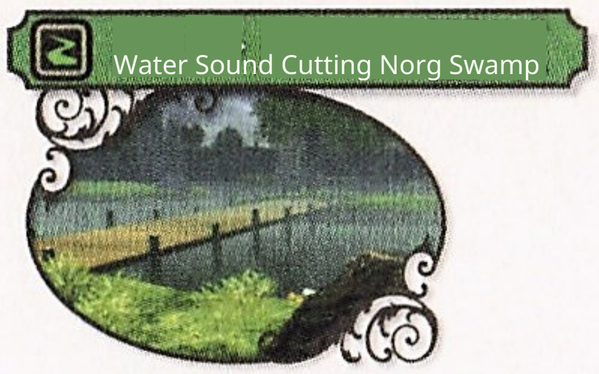
1 Innoffee Bottle
2 Panacea Bottles
13 Life Bottles
4 [Bad Sons

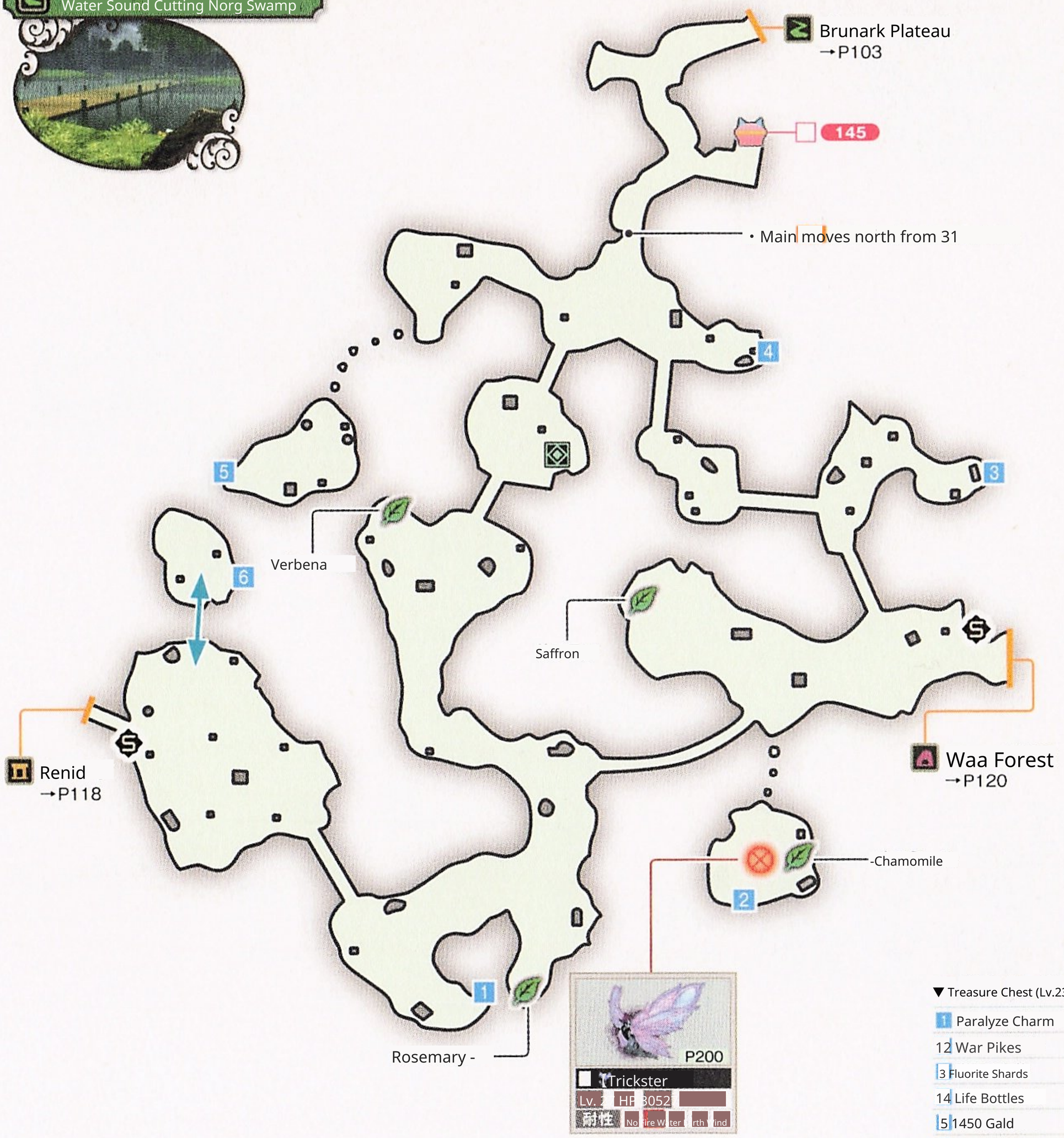
▼ Treasure Points (Port Area)

Enhancement	Low-grade Alchemy Powder, Amber Shards, Bronze Clump, Calcite Shards, Fluorite Shards, Fragrant Liquid, Odorless Liquid
Ingredients	Urilboa's marbled meat, Potatoes, Mystery Meat, Nutmeg, Garlic, Norn Minnin Carrot, Breadcrumbs, Moll's Meat, Flame Stone Fine
Cash out	Particles, Chipped Copper Coin, Aged Silver Coin

▼ Treasure Points (Village Area)

Enhancement	Fragrant Liquid
eat,	Albatross Meat, Urilboa's marbled Meat, Boar Meat
Redeem	Flame Stone Fine Particles, Chipped Copper Coin, Clean Shells, Small Ores, Fenir Grass, Ancient びた銀貨、宝石の原石





▼ Treasure Chest (Lv.23)

1 Paralyze Charm
12 War Pikes
3 Fluorite Shards
14 Life Bottles
5 1450 Gald
6 Fluorite Shards

▼ Appearing Enemies

▼ Treasure Points (*)

Enhancement	Low-grade Enchantment Powder, Bronze Chunk, Fluorite Shards, Scented Liquid
Redeem	Flame Stone Fragments, Small Ore, Feather Grass, Myconite
Fishing Lure Nekomimizu, Hookroaches, and TL Coins	

Note: Fishing bait can only be obtained after reaching the main story chapter 40

Main Episode

Main [30]

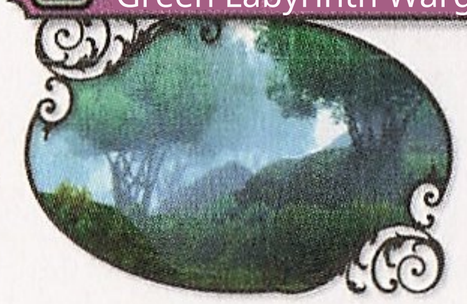
From Noog Marsh to Warug Forest

When you arrive at Lenid by ship, talk to the apothecary near the exit and enter Noog Marsh. Since you cannot proceed to the northern Brunaak Plateau from Noog Marsh yet, collect herbs and treasure chests, then head east toward Warug Forest.

No.19

Treasure Chest ⑥ and Neko-nin Bocchi The解放 of Kus cannot be done yet.

Green Labyrinth Wargh Forest



▼ Appearing enemies

▼ Treasure Chest (Lv.23)

1 Panacea Bottle
2 Fluorite fragments
3 [Panacea Bottle
4 1520 Garts
[5] Life Bottle
[16] Denore Bottle
7 Cassandra
8 Scented Liquid
19 Paralai Charm

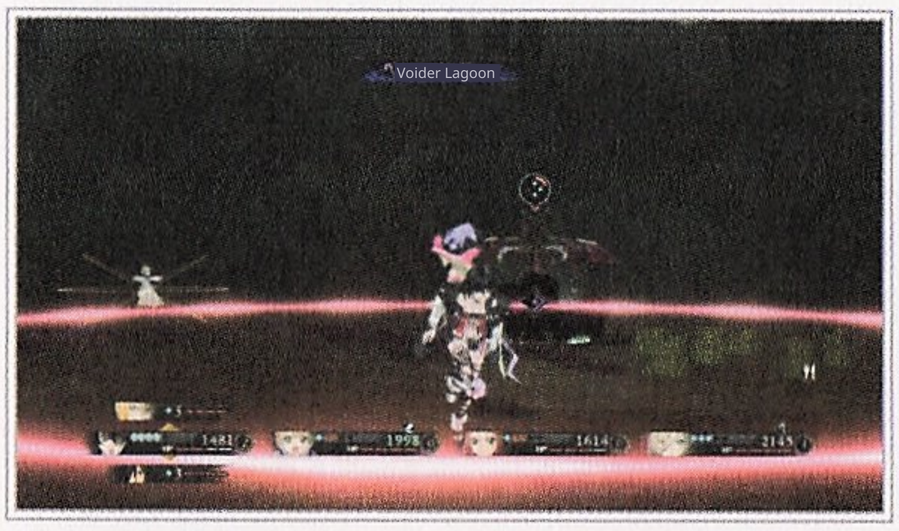
▼ Treasure Points

Enhancement	Subordinate Alchemy Powder, Bronze Alloy, Fluorite Shards, Fragrance Liquid
Exchangeable: Hirehari Grass, Eternal Mushroom	
Other TL Coins	

Main [30]

Proceed by switching the barrier with the switch

In the Warg Forest, barriers set by the Sacred Lodge block the path. By inspecting the switches scattered ar ound, they switch in the order of red then blue, creatin g barriers of the same color as the switch. The Gruosa Aigot fought in the deepest stage uses the sacred spell “Divine Saber” which is powerful, and during its chant t he effect of the steel body makes it hard to stagger. Sin ce players often use “Soul Burst” before casting the spe ll, be mindful of dodging “Divine Saber” when this tech nique appears. Also, the attack “Spin Needle,” which is executed after Glossa Agito leaps, has a troublesome p aralyzing effect. Properly dodge with Around Step.



The area of effect for Glossa Aigot’s “Divine Saber” is displayed while it is chanting. Since the range is wide, run away to outside the are

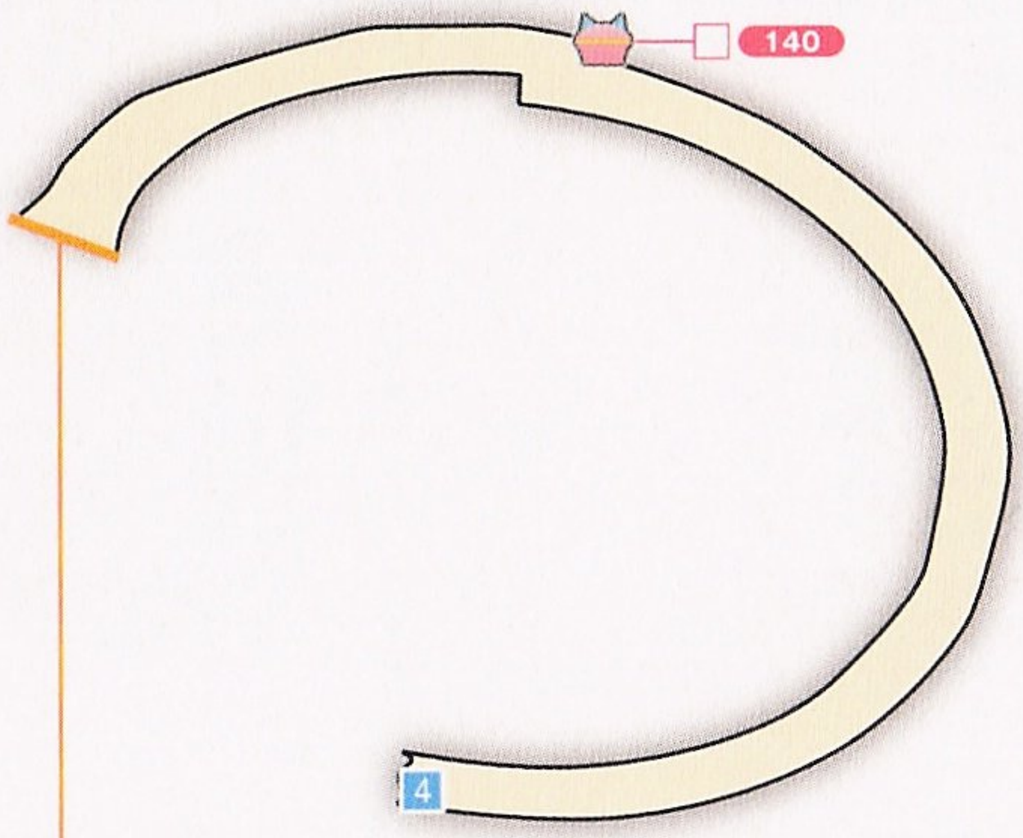
▼ a. Boss data

Glossa Agit P238

Lv. 24 HP 23,6[illegible] Weaknesses: None Fire and Water resistances: None

Notes: Gains Steel Body for up to 10 hits during the chant

塔 of the Demon Slayer Rawaine

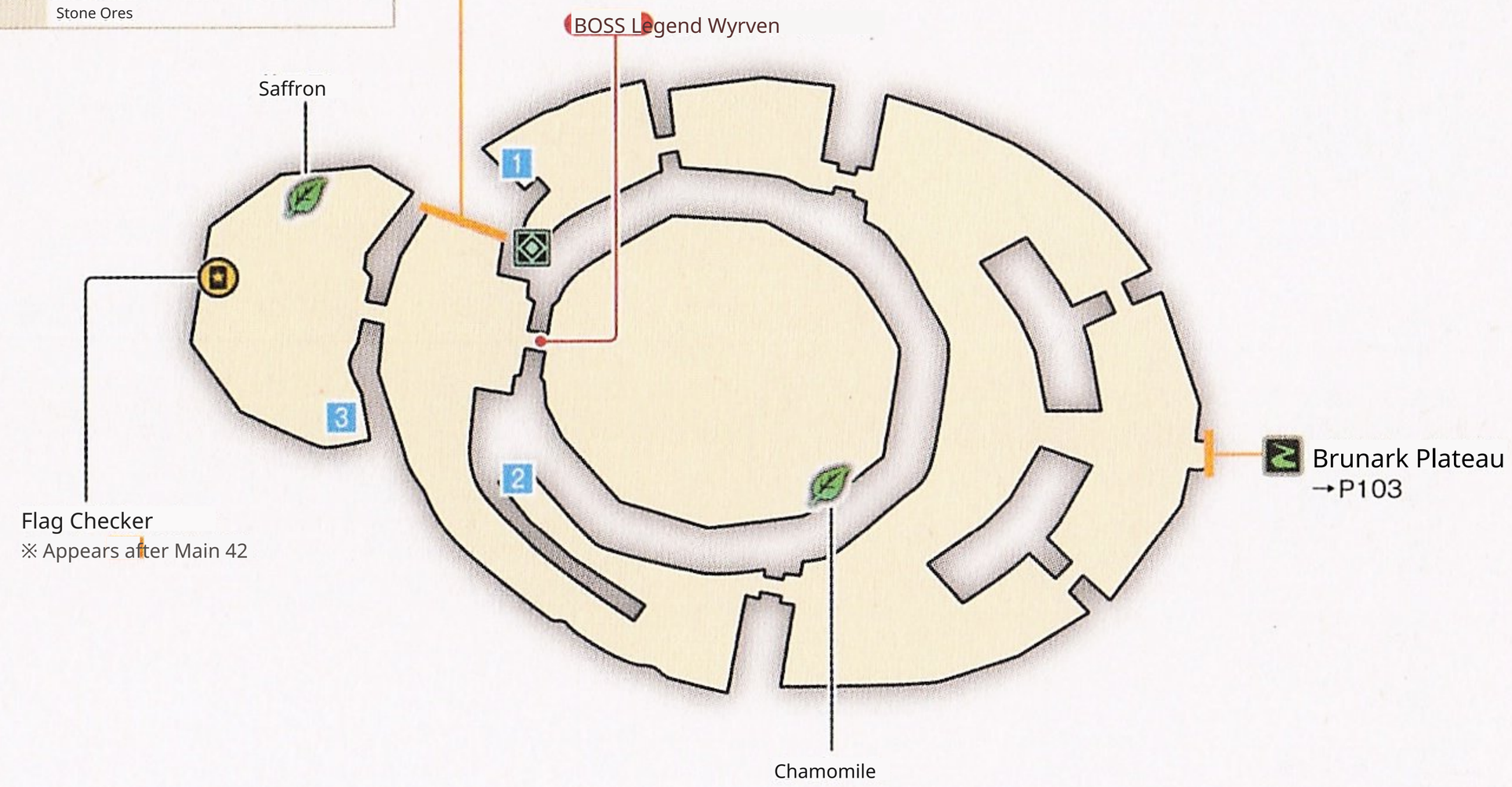


▼ Treasure Chest (Lv.27~29)

1 Innoffee Bottle
2 1820 Gald
3 Halberds
4 Plain Ribbon

▼ Treasure Points

Enhancement	Fragment of Corundum, Fragment of Calcite, Firefly Fragment of Stone, Odorless Liquid
Ingredients	Pepper, Wind-Rice / Illusory Sharp Rice, Tomato, Breadcrumbs, Melon, Lemon
Redeem	Fragment of Relic, Dented Copper Coin, Clean Seashell, Small Ore, Aged Silver Coin, Gem Stone Ores



Main 31 ~ 33

From the Burnark Plateau to Lowaine

Climb the stairs of Lorraine and enter the central hall to trigger a battle with the Legend Wyvern. Since you must face three of them at once, it's effective to deal da mage to multiple targets with wide-area attacks. Velvet should attack with the "Flame Dragon Rising Kick" to ai m for weak-link combos, and Laifissette should chain to gether continuous hits with techniques that can hit sev eral enemies at once, such as "Void Lagoon." Also, if bu rned by "Flame Tongue," the Legend Wyvern's magic at tacks increase. It's good to reduce the chance of burns with the "Burning Charm" or other skills, or equip "Mab o Curry" or "Inuhito no Paella" to mitigate burns.

When you gather all Legend Wyverns in one place, Magilluu's "Imbreac e End" etc. provide a chance to deal damage to them all at once.

▼ Boss Data

A Legend Wyvern P263

Lv. 28 HP 16832 Weakness Earth Resistance None · Fire

tack i Three will appear. When you burn the enemy, notes: At ncreased by +30%.

No.20 Tuning's Price

[34 The Mysterious Woman Grimoire

Arrive at Izuto

SUB 09 'THE Zan ge③' (→P161)

Talk to the merchant man in Izuto

Go to the point★at Makuriru Beach. BOSS Venom Lizard

[35 Decipher Kanonushi's Ancient Document

Talk to the innkeeper's wife in Haria

Talk separately with Rukhuro, Magiru, Aizen, and Eleanor

Enter Haria's Inn Rooms

36 Seek the Mysterious Eaters

Pass through the Manan Reefs to Enter the Temple Parmides

- Proceed deeper while solving the mechanisms of the Temple Parmides
- Enter the central hall of the Temple Parmides. BOSS Evil Spirit Mahina
- Advance to the deepest part of the Temple Parmides. BOSS Tree-Eater Evil Spirit

Return to Haria

Return to Izult Port

37 Pull the Eater away from the Meridian Points

SUB 12 “Mysterious Arena II” (→P166)

- Talk to Benwick at Izult Port, then move to Zexon Port by ship

SUB 13 「The Journey of Eisern ①」 (→P166)

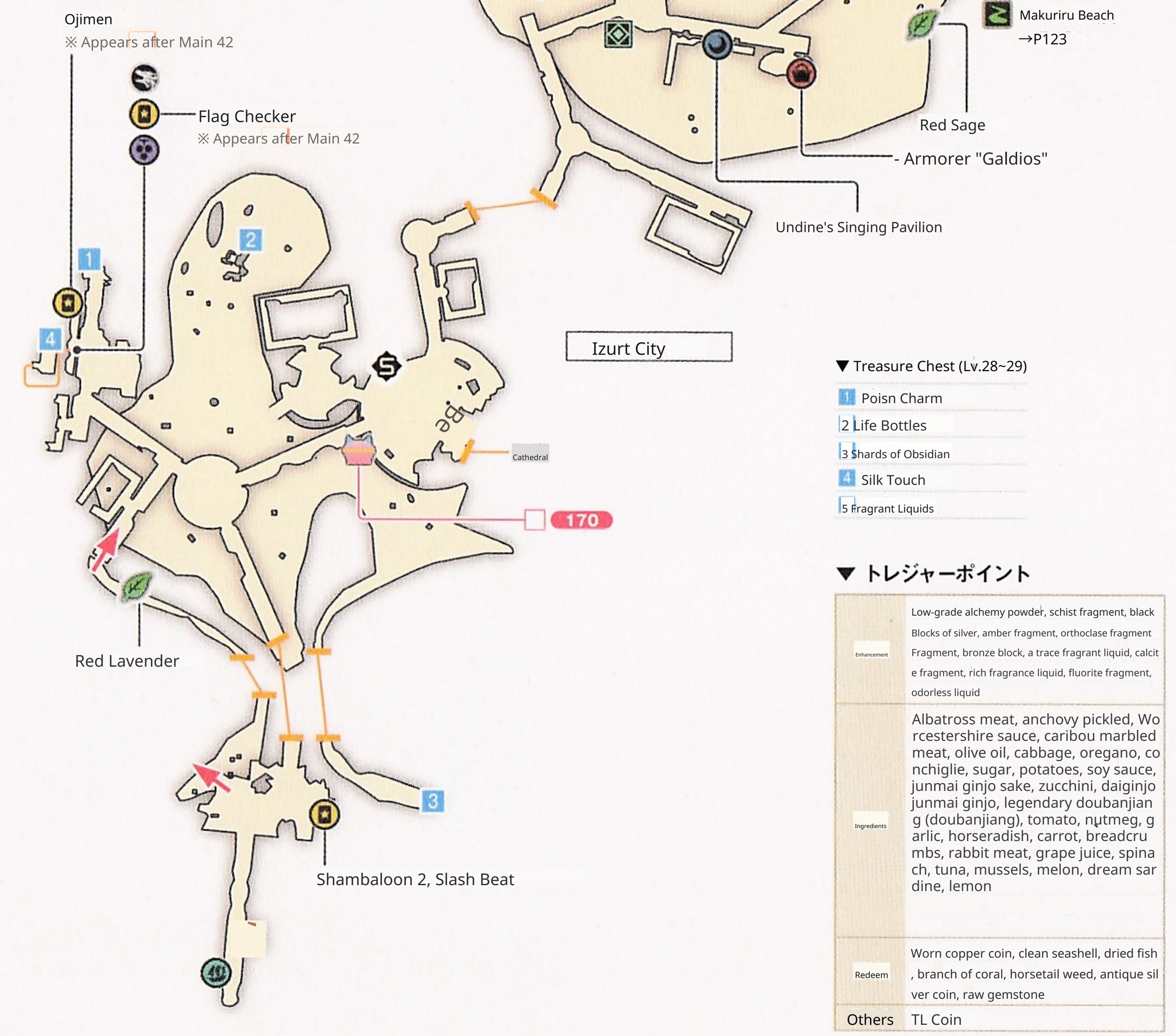
Enter Rogress

SUB 14 “Magiru Magic Troupe on the Move ①②” (→P166)

SUB 15 “Little Witch ①” (→P168)

Enter Rogress' tavern

Southern Sea Section Izuto



▼ Treasure Chest (Lv.28~29)

1 Poisn Charm
2 Life Bottles
3 Shards of Obsidian
4 Silk Touch
5 Fragrant Liquids

▼ トレジャーポイント

Enhancement	Low-grade alchemy powder, schist fragment, black Blocks of silver, amber fragment, orthoclase fragment Fragment, bronze block, a trace fragrant liquid, calcite fragment, rich fragrance liquid, fluorite fragment, odorless liquid
Ingredients	Albatross meat, anchovy pickled, Worcestershire sauce, caribou marbled meat, olive oil, cabbage, oregano, conchiglie, sugar, potatoes, soy sauce, junmai ginjo sake, zucchini, daiginjo junmai ginjo, legendary doubanjiang (doubanjiang), tomato, nutmeg, garlic, horseradish, carrot, breadcrumbs, rabbit meat, grape juice, spinach, tuna, mussels, melon, dream sardine, lemon
Redeem	Worn copper coin, clean seashell, dried fish, branch of coral, horsetail weed, antique silver coin, raw gemstone
Others	TL Coin

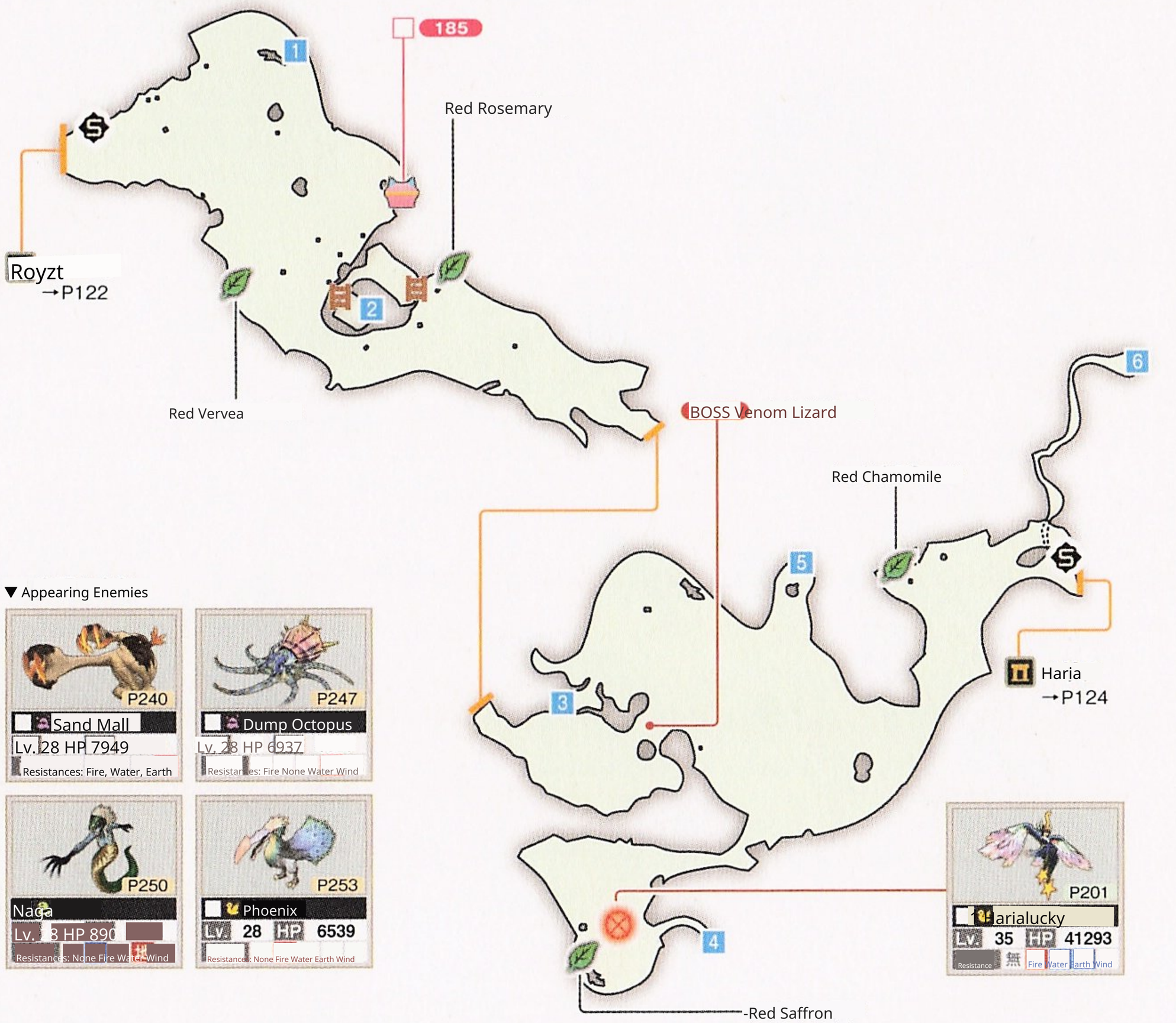
▼ Treasure Chest (Lv.28)

1 Fragment of Turquoise
2 Poison Charm
3 2050 Gold
14 Panacea Bottle
5 Peach Gummies
6 Dopink Shirt

▼ Treasure Point (※)

Enhancement	Lower-grade alchemy powder, augite fragment, black silver lump, faint aroma liquid
Redeem	Beautiful seashell, fragment of coral
Fishing Lure Nekomimizu, Hookroaches, and TL Coins	

Note: Fishing bait can only be obtained after reaching the main story chapter 40



▼ Appearing Enemies

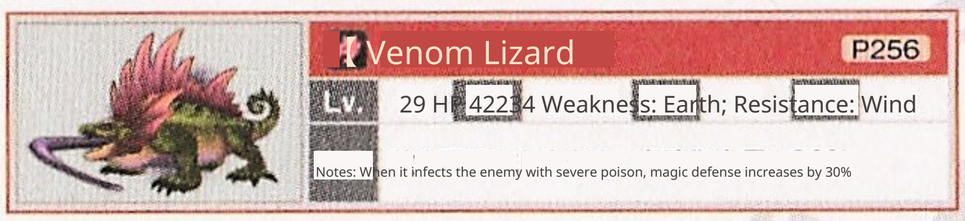
Main [34]

Be careful of Poison Lizard

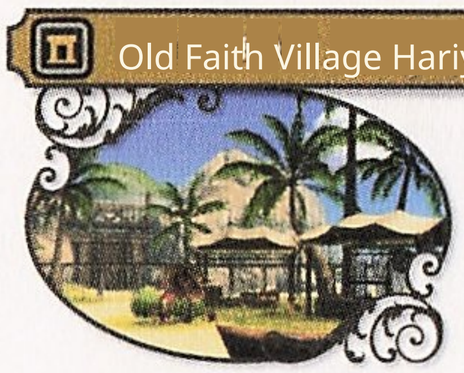
After talking with the man at the souvenir shop in Izult and proceeding to Makril Beach to search for Grimmoire, you will encounter a Poison Lizard. The Poison Lizard has many moves that inflict heavy poison, and if you become poisoned, its skills raise the enemy's magic defense. Equip the Poison Charm obtained from the Izult treasure chest to resist status ailments, and set either the "Masala Curry" or "Dog God Paella" to prevent abnormalities. If Magilou's cooking level is at least 8, it's good to eat a dish just before to raise poison resistance. The powerful attack "Body Press" can be avoided by two side-way around steps after confirming the skill name display.

When HP drops to 50% or below, the body turns red and emits poisonous fog. If the venom lizard turns red, dodge backward.

▼ Boss Data



Old Faith Village Hariya



※SUB 20 "Mothers' Wish 4" Appears

2 Makril Beach
→P123

Red Sage

Haria Village

Manaan Reef
→P125

Red Lavender

Weapon Shop "Bel Forma"
* Main 35 ~ 36 only Available

Treasure chest is at the lower side

SUB 20 Appears after clearing "Mothers' Wish ④"

185

Bolting Volt Inn
* Only available in Main 35 ~ 36

▼ Treasure Chest (Lv.29)

1. Fragment of Horn閃石
2. Fragment of Horn閃石
3. Dark Bottle
4. 2250 Gald

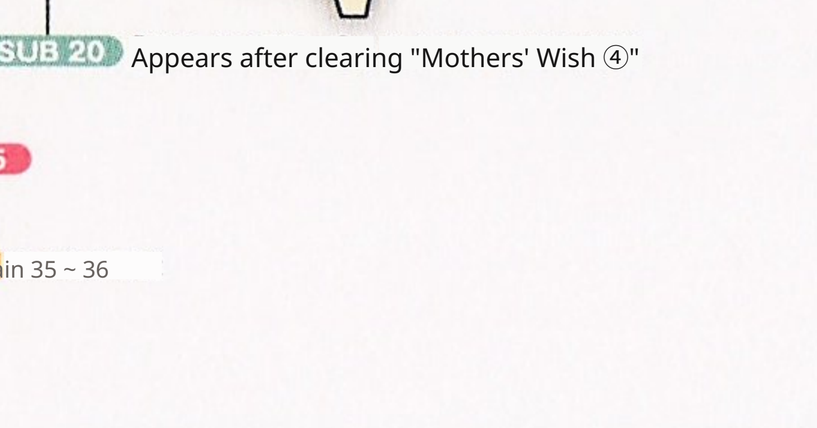
▼ トレジャーポイント

Enhancement	Subordinate alchemical powder, chunks of black silver, amber fragments, chunks of bronze, fragrance liquid, calcite fragments, fragrant liquid, fluorite fragments, odorless liquid
Ingredients	Pepper, Tomato, Nutmeg, Garlic, Norumin Carrot, Breadcrumbs, Tuna, Mussels, Dream Salmon
	Damaged Copper Coin, Clean Shell, Dried Fish Cash Item, Coral Branch, Hilehashi Grass, Aged Silver Coin, Gemstone Ingot
Others	TL Coin

Main [35]

Waiting for the Grimoires to be deciphered

After defeating the venom lizard and joining up with the Grimoires, talk to Haria at the inn. While the Grimoires decipher the ancient texts, Velvet and the others will wait outside. After speaking with the four Rocr ow characters, return to the inn.



It's short, so let's discuss it now. The period during which residents of Haria can converse with you is

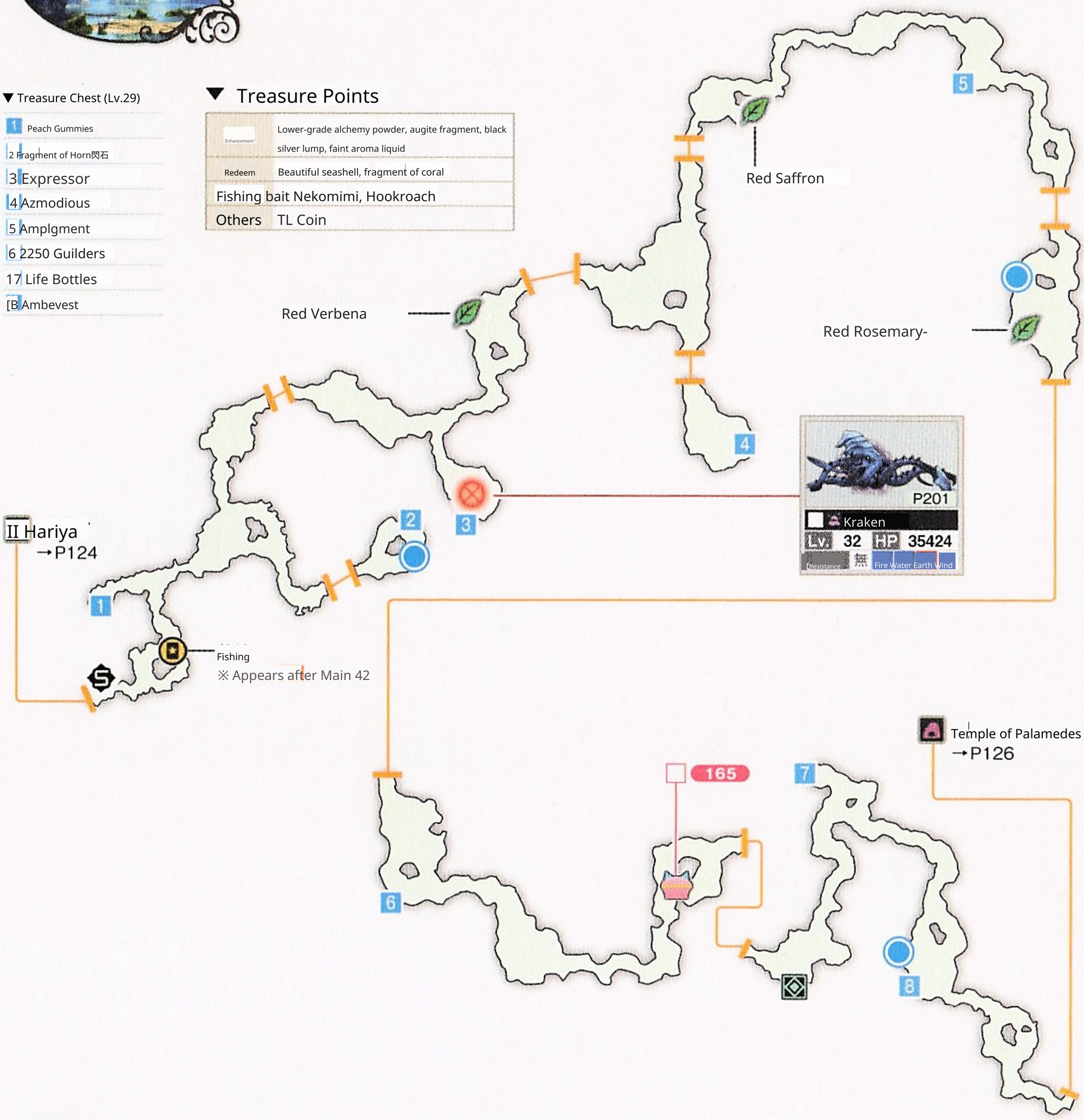
Rocky coast under strange rocks Manan Sea Reef

▼ Treasure Chest (Lv.29)

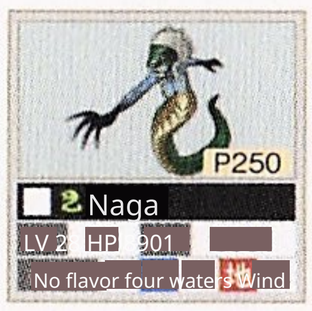
1 Peach Gummies
2 Fragment of Horn閃石
3 Expressor
4 Azmodious
5 Amplgment
6 2250 Guilders
17 Life Bottles
[B Ambevest

▼ Treasure Points

Enhancement	Lower-grade alchemy powder, augite fragment, black silver lump, faint aroma liquid
Redeem	Beautiful seashell, fragment of coral
Fishing bait Nekomimi, Hookroach	
Others	TL Coin



▼ Appearing enemies



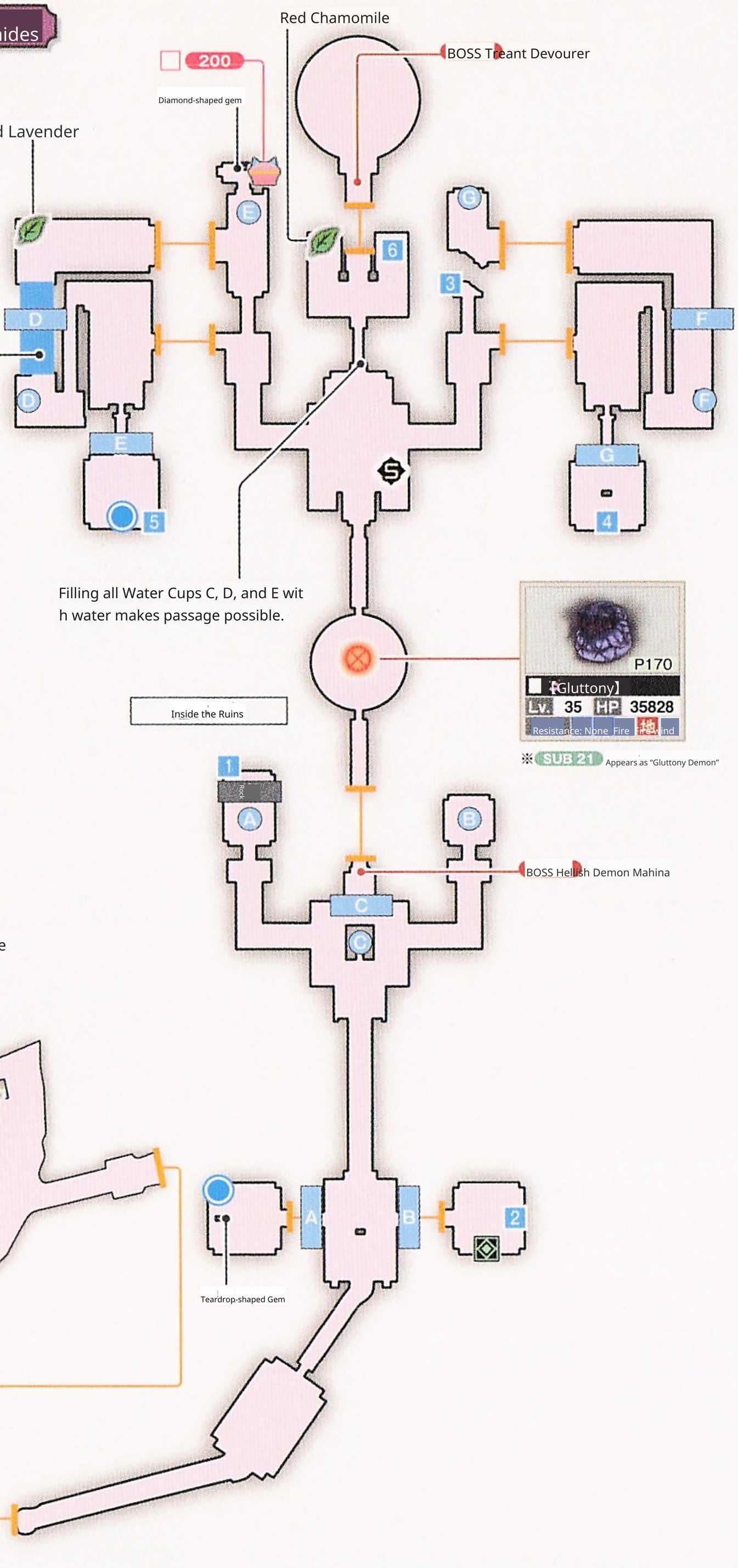
Main 36

Proceed east toward the Manaan reef

After deciphering the ancient manuscript, head to the Palamides Sanctuary, and proceed east toward the Manaan Reef. Near treasure chest No. 2, there is a large quantity of cat spirits, so prepare for future cat-people's liberation. It's good to collect here in preparation for the liberation of Kurusu.

Abilities can be further enhanced with. After Isult, red-type herbs.

Southern Ruins Temple Paramides



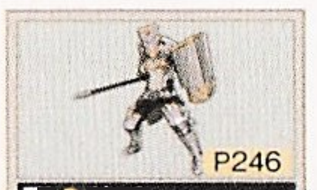
▼ Treasure Point (Sandy Beach in front of the Ruins) Relic fragments, beautiful seashells, and Parnidus weed

Redeem	

▼ Treasure Point (Inside the Ruins)

Enhancement	Lower-grade alchemy powder, augite fragment, black silver lump, faint aroma liquid
	Exchange Relic Fragments, Flame Stone Shards
Others	TL Coins

▼ Appearing enemies



▼ Treasure Chest (Lv.30)

1	Denore bottle
12	Dark Bottle
13	2400 Gald
4	Grade God
15	Life Bottles
16	Amplibest

Solve the gimmick of the water cup and proceed

In the Temple of Paramedes, you can fill or drai n the water in water cups by inspecting cups scatt ered around. This clears the waterfall blocking the path and allows a water bridge to form, thereby e xpanding your exploration range.

Please refer to the steps below to open the door to the deepest part.

It will disappear, allowing you to proceed forward. When you remove water from the water cup, the corresponding waterfall

The message appears: "The road to the deepest p art is blocked by a disappearing waterfall."

Loot chest unlocking and steps to clear

1. Remove water from the water cup

2. Break the rock to unlock the chest

3. Remove water from the water cup

4. Obtain the teardrop-shaped gem from the room with the waterfall in A

5. In the waterfall room of B, unlock the two treasure chests

6. Draw water from the water cup

7. Go to the central hall and face the boss fight with the demon Mahina

Fill the water cup with water to build a bridge of water

9. Draw water from the water cup

10. Obtain the "Diamond Gem." Unlock the NekoNin Box

11. Remove water from the cup

12. Fill the water cup with water

Open the 13.3 treasure chest

14. Draw water from the water cup

15. Remove water from the water cup of Ⓢ

16. Fill the water cup with water

Unlock treasure chest 17.4.

Fill water cup 18 with water.

From waterfall room 19.A, move using a warp point and unlock treasu re chest 5.

Unlock treasure chest 20.6.

22. Proceed to the deepest part and engage in a boss battle with the Treant Devourer.

Fight the demon Mahina at the center of the temple

The demon Mahina generally only attacks forw ard. To dodge, perform a lateral around step, whi ch is fine. The attack to be especially careful abou t is “Fatal Crow” when there are four souls. It has very high power, so taking it head-on will cause s ubstantial damage. When the move name appear s, respond with an around step or Break Soul.

"Fatal Claw" is a guard that still takes a large amount of damage even when guarding.

▼ Boss Data

Mother Malice Mahina P239

Lv.30 HP 18923 Weakness none Resistances none

Notes: When HP is at or below 32%, attack power +30% is added

Fight the Treant Devourer in the deepest part of the Sacred Temple.

The Treant Devourer frequently uses spell attacks such as "Tornado Fire" and "Gravity," and gains Super Armor during casting. If you attack with skills like "Rush Strafe" as Velvet, i t's easier to break its Super Armor and interrupt its casting. Once the enemy flinches, attack with fire attribute, which is i ts weakness. Also, "Sweep Attack (Nagi Taoshi)" is highly po werful and unguardable, so be sure to evade it. After the bat tle with the Treant Devourer, return to Haria with the Devou rer girl Moana, then head to Zexson Port by ship from Izult.

The "Sweep Attack (Nagi Taoshi)" is difficult to avoid because it swings both arms whi le advancing forward. Take distance with an Around Step early and evade it.

▼ Boss Data

2 Treefolk Eater P243

Lv. 3 HP 401 6 Weakness Fire resistance none • Earth

Notes: While castin 5 you gain a steel body until hit

Bearer of Wings — Seek the Eater

38 The Request of the Blood Wing Butterfly and the Hideout Search

Talk with Benwick at Zexion Port, then travel by ship to Tita nia

Enter the interior of Titania. BOSS Bush Ape

SUB 07 “The Chronicle of Turtle-Man III” [Auto] (→P159)

Proceed to the 3rd basement floor of Titania. BOSS Antique Armor

SUB 06 『Demon’s End ③』 [Automatic] (→P159)

Return to the port of Titania. BOSS Durahan [39 Mo ana's Request

Go to the northern rooftop of Titania's watchtower to search for Eleanor

SUB 04 “Velvet Cuisine II” (→P158) “Cooki

SUB 05 ng Chat IV” (→P159)

SUB 08 “Sending the Ship ~ In Search of the Unknown Sea III” (→P160)

SUB 12 “Mysterious Arena III” (→P166)

Head to Titania's deepest special detention room

Speak with Benwick at Titania’s main gate port and choose “Set Sail”

On the ship, approach Lifisette, approach Rocro, speak wi th Magill, and do all three

Talk to Benwick

Fight four Dump Octopuses on the ship

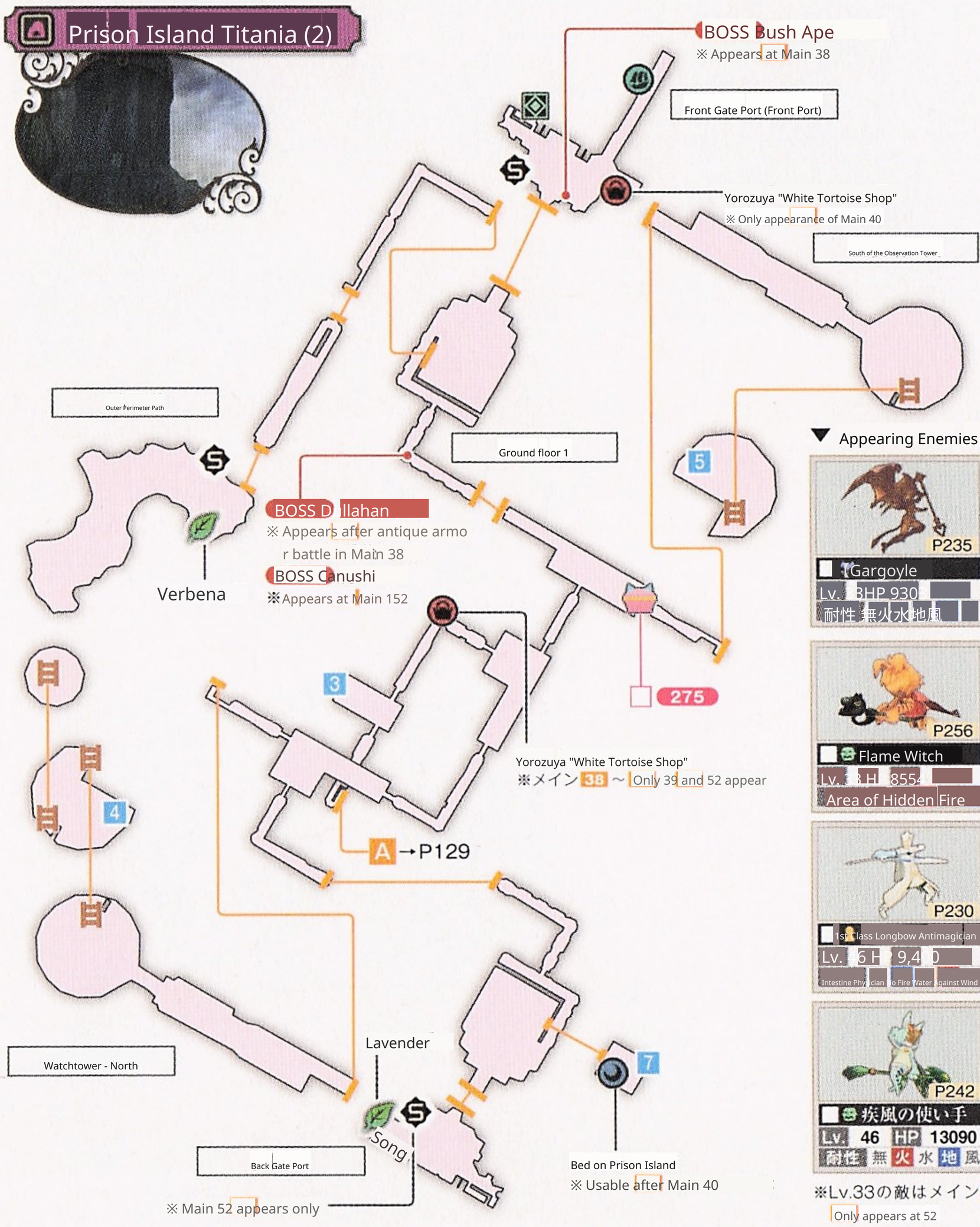
Then fight five zombies

- Continue to BOSS Pandora Pot

41 Days in the Base

- Talk with Raifisetto, Rocro, Eleanor, and Magil in successi on
- Talk to Raifisetto again
- Approach Eisen at Titania Main Gate Port

Prison Island Titania (2)



▼ Treasure Chest (Lv.33)

- Battle Boots
- 22 Life Bottles
- 13 Void Ring
- 4 320 Gald
- 5 Waste Charm
- 6 Heavy Knife
- 7 Arcana Bottle

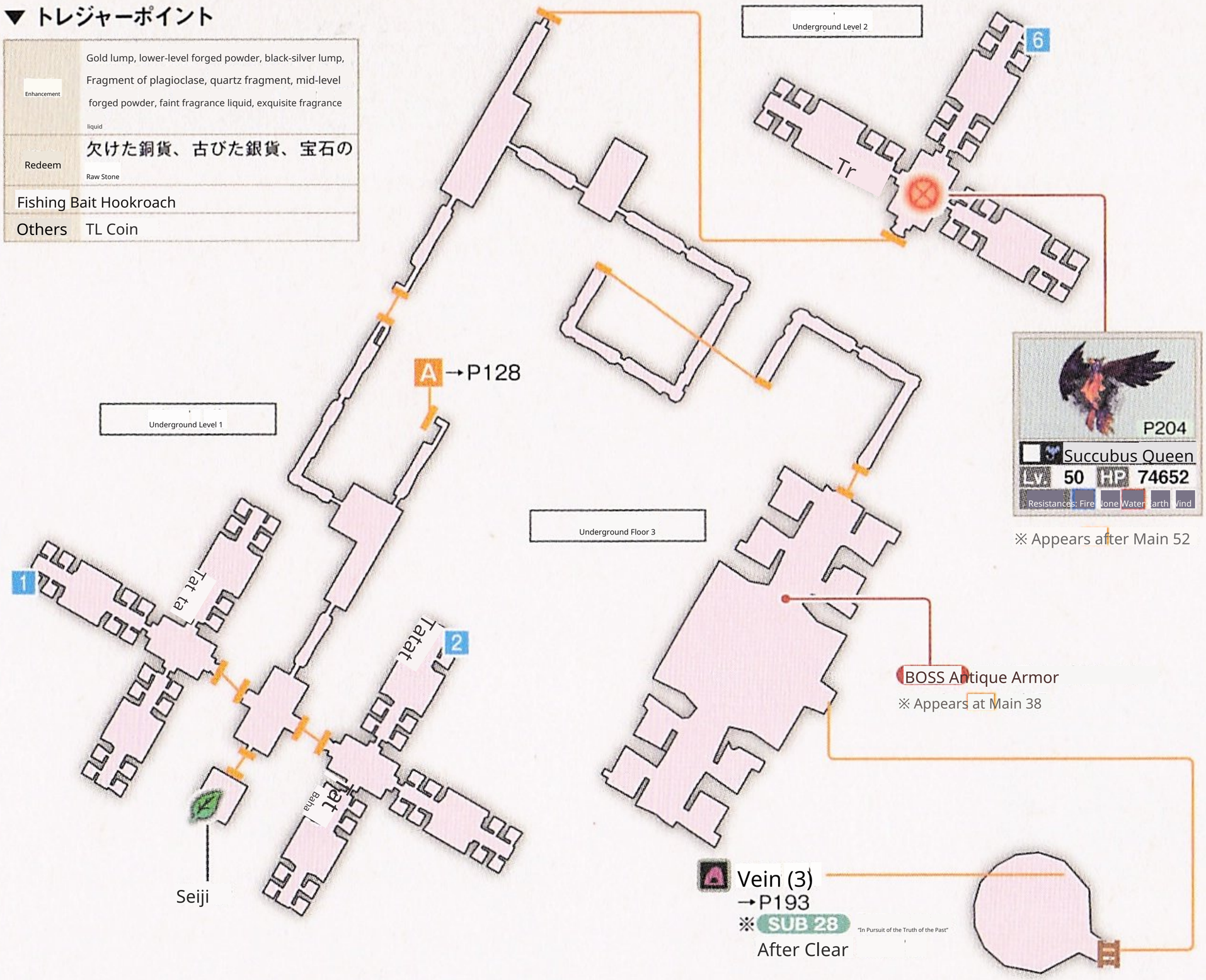
※ 1 ～ 4 | Contents are for when Main 8 ~ 10 we re not unlocked

▼ Appearing Enemies (※)

※Lv.33の敵はメイン 38 、Lv.46の敵はメイン Only appears at 52

▼ トレジャーポイント

Enhancement	Gold lump, lower-level forged powder, black-silver lump, Fragment of plagioclase, quartz fragment, mid-level forged powder, faint fragrance liquid, exquisite fragrance liquid
Redeem	欠けた銅貨、古びた銀貨、宝石の Raw Stone
Fishing Bait	Hookroach
Others	TL Coin

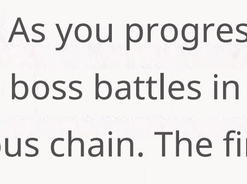


Main 38

Boss battles continue in Titania

As you progress through Titania, you will encounter three boss battles in succession, though they are not a continuous chain. The first Bush Ape will use "Summon Allies" when its HP falls to 50% or below. Deliver continuous combos with Break Soul and similar effects to defeat it before reinforcements arrive. In the next Antique Armor encounter, focus on Break Soul and weaknesses-linked assaults, while conserving BG in preparation for the subsequent Druhamen battle. In the final Druhamen, its skills heal damage and it calls Living Armor as reinforcements. Exploit weaknesses and use Secret Techniques to rapidly reduce HP.

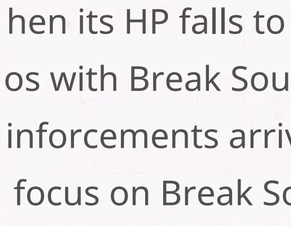
▼ Boss Data



Bush Ape P254

Lv. 32 HP 9732 Weakness none Armor Earth

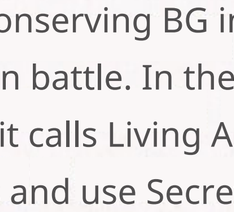
Notes: None



Antique Armor P229

Lv.34 HP 2[illegible]556 Weakness none · Water resistance Fire

Note: None



Dullahan P248

Lv. 34 HP 38515 Weakness none resistance to wind

Note: 50% of the damage received is gradually recovered

Main [39] ~ 41

From the shipboard continuous battles to the Pandora Pot battle

After the fishing event on the ship, four Dump Octs appear, followed by five zombies in a row, and then the battle with Pandora Pot. When Pandora Pot hits you with its "Slow Break" and you become slowed, if evading becomes difficult you should endure with Guard. However, when you have four Souls and execute the swing kick, it is an attack that cannot be Guarded, so evade with Around Step. The “Rolling Attack” that strikes in all directions can also be avoided by retreating backward with Around Step.

Structure of Titania as the stronghold
Let's get used to it early.

▼ Boss Data

Pandora Pot P252

Lv. 36 HP 42606 Weakness: Earth Resistance: None • Fire

Remarks: Reduces stun time by 35%

No.23

Dragon that Wind Wreaths

42 In Search of the Next Carnivorous Demon

SUB 05 "Cooking Chat ⑤" (→P159)

SUB 10 「Rokurou Sword of Darkness②」 (→P162)

・Talk with Benwick at Titania Main Gate Port, then travel by ship to Zexon Port

SUB 09 「THE ZanGe④ ⑤」 (→P161)

・Proceed along the Dana Trail toward Ardhina Prairie

SUB 16 『Saint Slaves True Name』 [Auto] (→P168)

・Go to the summit of the rocky hill in Ardhina Prairie

・Enter the Stoneberry Inn

・When you reach Ardhina Prairie, you will be able to use the Rare Board

SUB 17 「Bienfu RIDE GO! ①』 [Auto] (→P168)

・Unlock the Seism-Tree in Ardhina Prairie

SUB 17 "Bienfŭ Ride Go!②" (→P168)

ascend to the summit of the rocky hill in the Aldina Steppes. BOSS Shenron

43 The Thoughts of the Holy Servants

approach the White Turtleman in front of Zexton Port on the Dahana Road

SUB 18 "Lucky Nor doll No. ①" (→P169)

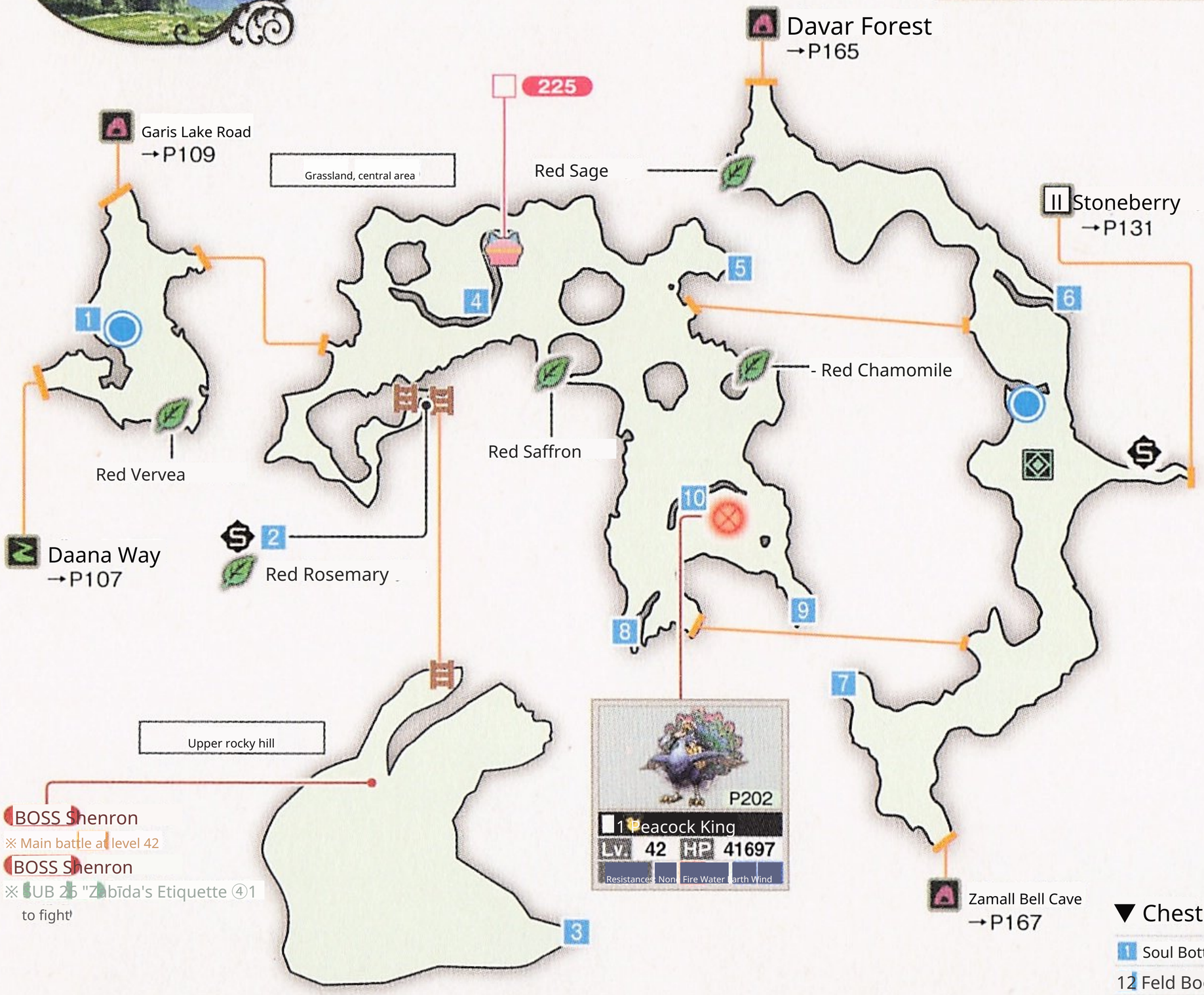
Talk with Benwick at Zexion Port, then travel by ship to Titania

approach Eisen and Raifisset in Titania's Special Detention Room

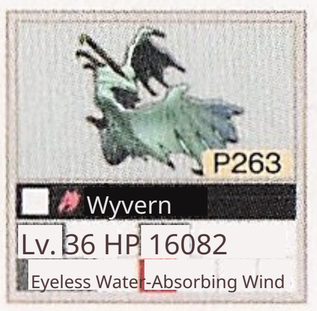
The Dynamic Plateau, Aldina Grassland

▼ トレジャーポイント

Enhancement	Black Silver Mass, Fragment of Shōchō Seishi, Intermediate Alchemy Powder, Fragrant Liquid
	Exchange: Small Ore, Fin-Leaf Grass
	Hunting Bait: Nekomimizu, Hookroach
	Other TL Coins



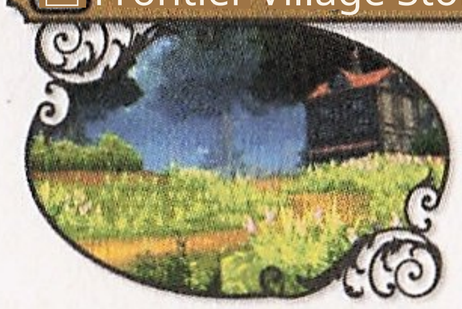
▼ Appearing enemies



▼ Chest (Lv.36)

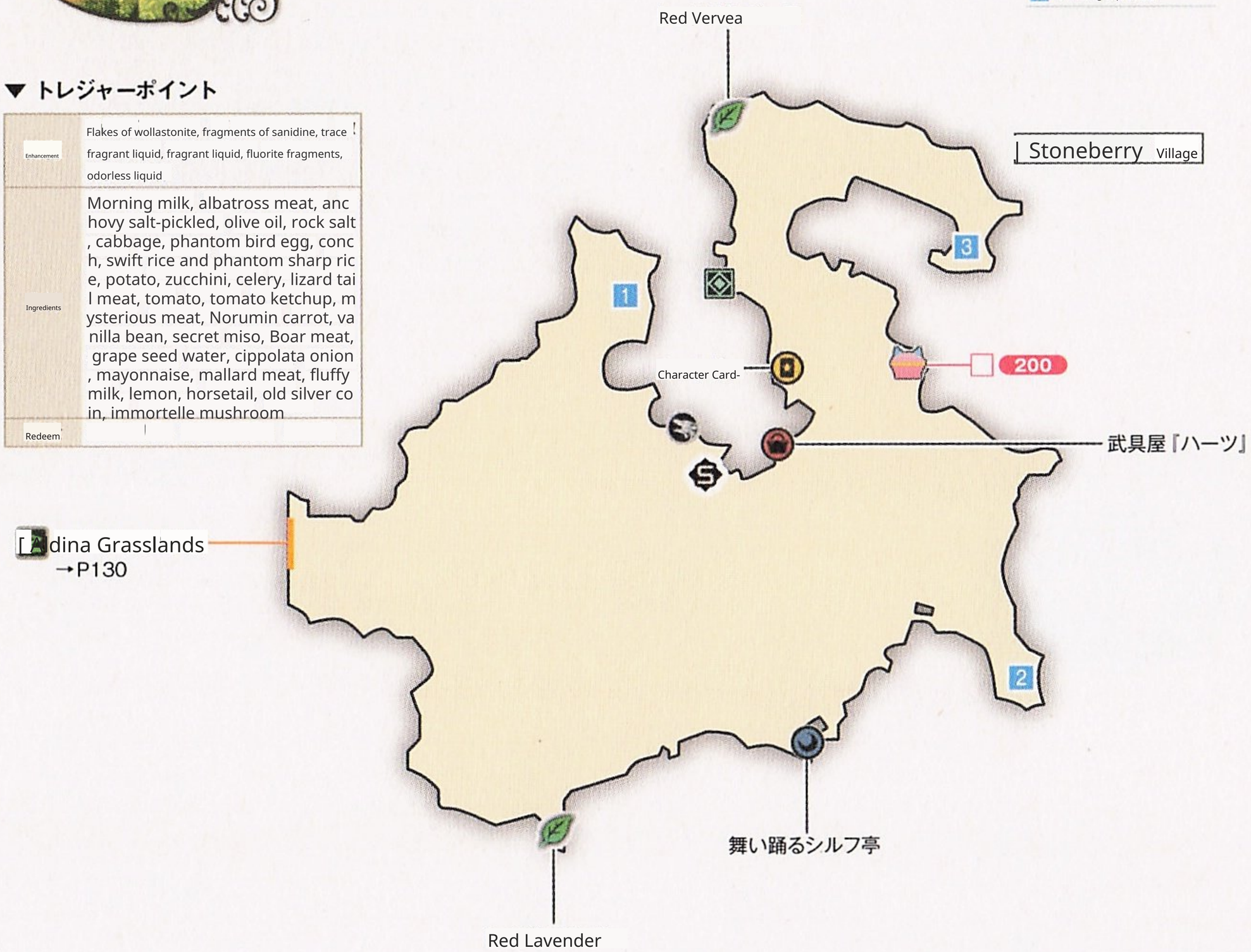
1	Soul Bottle
12	Feld Boots
3	Longfang Fragment
4	3600 gald
5	Panacea Bottle
6	Old Divide
7	Subordinate Alchemy Powder
8	Feldrett
19	Life Bottles
10	Arcana Bottle

Frontier Village Stoneberry



▼ トレジャーポイント

Enhancement	Flakes of wollastonite, fragments of sanidine, trace fragrant liquid, fragrant liquid, fluorite fragments, odorless liquid
Ingredients	Morning milk, albatross meat, anchovy salt-pickled, olive oil, rock salt, cabbage, phantom bird egg, conch, swift rice and phantom sharp rice, potato, zucchini, celery, lizard tail meat, tomato, tomato ketchup, mysterious meat, Norumin carrot, vanilla bean, secret miso, Boar meat, grape seed water, cippolata onion, mayonnaise, mallard meat, fluffy milk, lemon, horsetail, old silver coin, immortelle mushroom
Redeem	



Main 42

From the Dana Road to the Ardinna Grassland

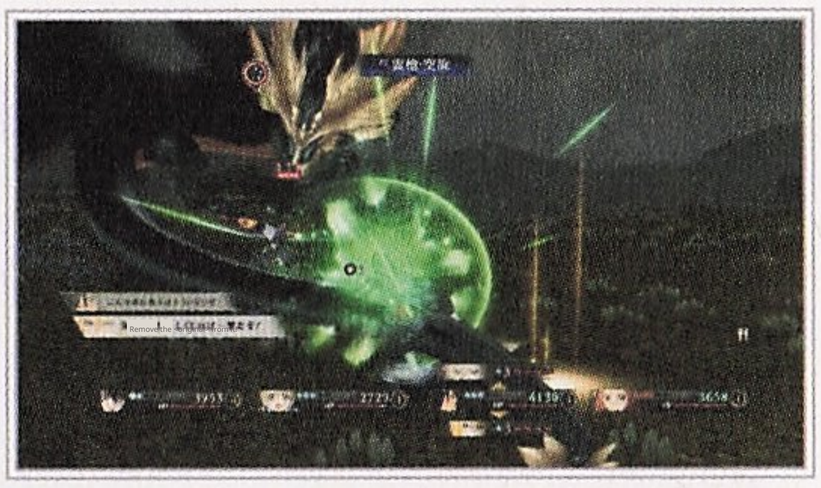
When you move to Zexon Port by ship, head east along Dana Road and enter the Ardinna Grassland. After climbing the vines to confirm the top of the rock, head toward Stoneberry to the east. After the event where you encounter Xabida at the inn, return to the Ardinna Grassland to unlock the Rare Board. From here, by unlocking the Earth-Tree in each map, you can move comfortably using the Rare Board.

Press the R2 button to use the Rare Board to unlock chests across the wide Ardinna Grassland. From here, continue by unlocking Earth-Tree as you progress.

Main 42 ~ 43

Shenlong is invincible

Shenlong unleashes a wide-range “tail” attack and boasts overwhelming power. At this point you cannot defeat it; deal about 10,000 damage to Shenlong to end the battle. Since it often guards and is hard to damage, press an attack using non-elemental and fire attributes to exploit its weakness.



The "tail" with a wide attack range does not
Let's look around and try to dodge.

▼ Boss Data

Shenlong P241

Lv. 62 HP 907 Weaknesse None • Fir Resistance Water • Earth • Wind

Note: Stun duration on enemies is 1.16 times longer

No.24

Snake That Devours Love

44 Back to the Northern Lands

・Talk to Benwick at the main gate港 in Titania, and you will automatically be transported by ship to Heravisa

SUB 18 “Norir Toy ② of Happiness” (→P169)

・Proceed a little north from Heravisa港 and listen to townspeople about calamities

SUB 03 “Duel with the Magus Arthur③” (→P158)

SUB 14 “Magilou’s Magus Troupe Travels③” (→P166)

・In Heravisa市街, speak with townspeople at the ★point (4 people in total)

SUB 11 “Raifisset and the Ancient Elixir②” (→P164)

SUB 11 “Raifisset and the Ancient Elixir③-A” [Timed] (→P164)

・North through Figal Snowfield to enter the Foldis Ruins

SUB 18 “Norir Toy ③ of Happiness” (→P169)

・Advance to the 2nd basement floor of Foldis Ruins and fight the Prime Dual Swordsman ×3, the Pure White Armor Chunk, and the Roaming Spirit×2

Proceed to the deepest part of the Foldis Ruins, Basement Level 2, and fight Snake ×6 and Sea Serpent ×3.

・Continue with BOSS Matilda the Demon-Eater, Rock Golem x3

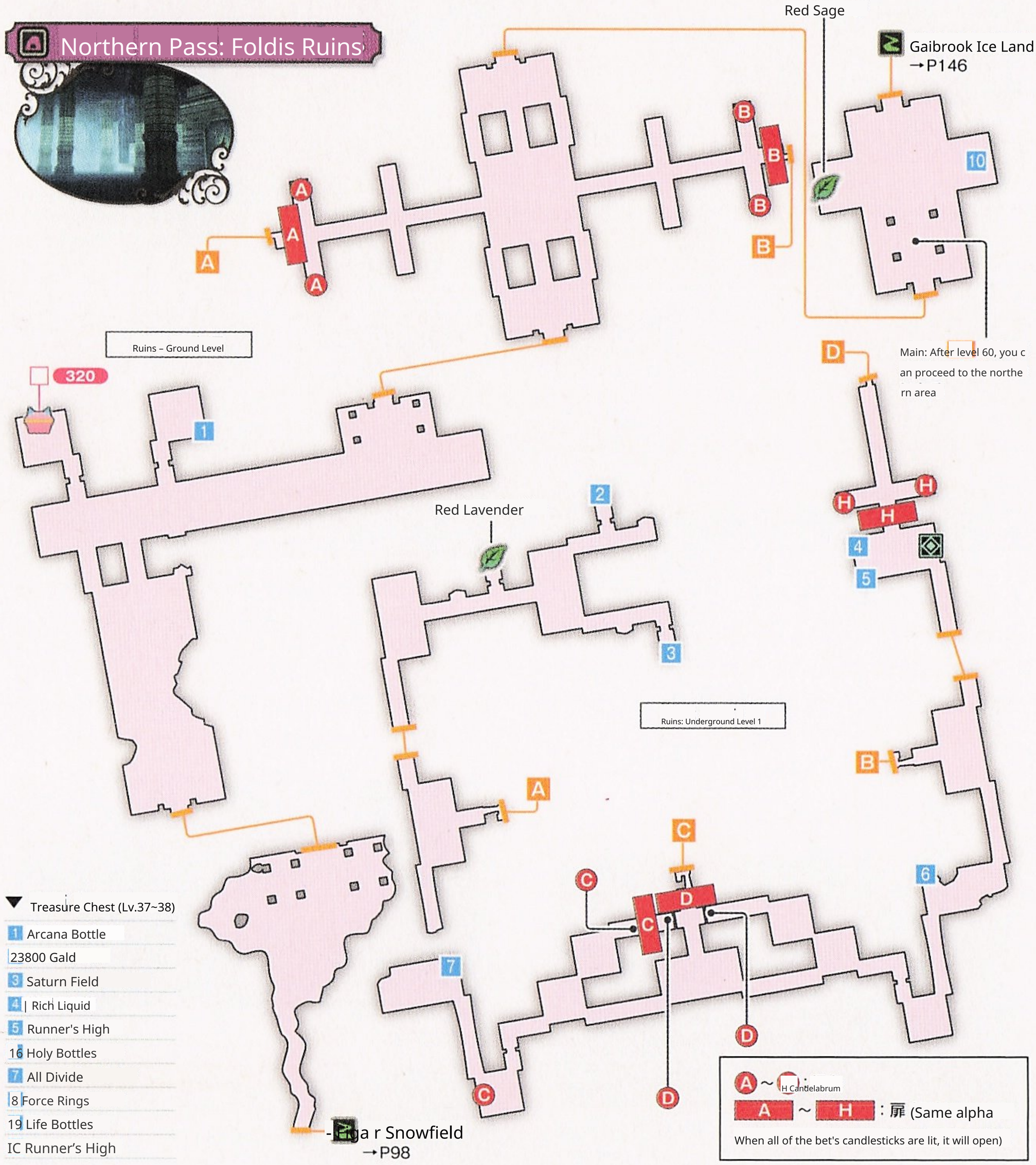
・When returning to Heraviesa, you will automatically move to Titania

Face of the 45 Demon-Eaters

・Talk to Grimmoire on the north rooftop of the watchtower in Titania

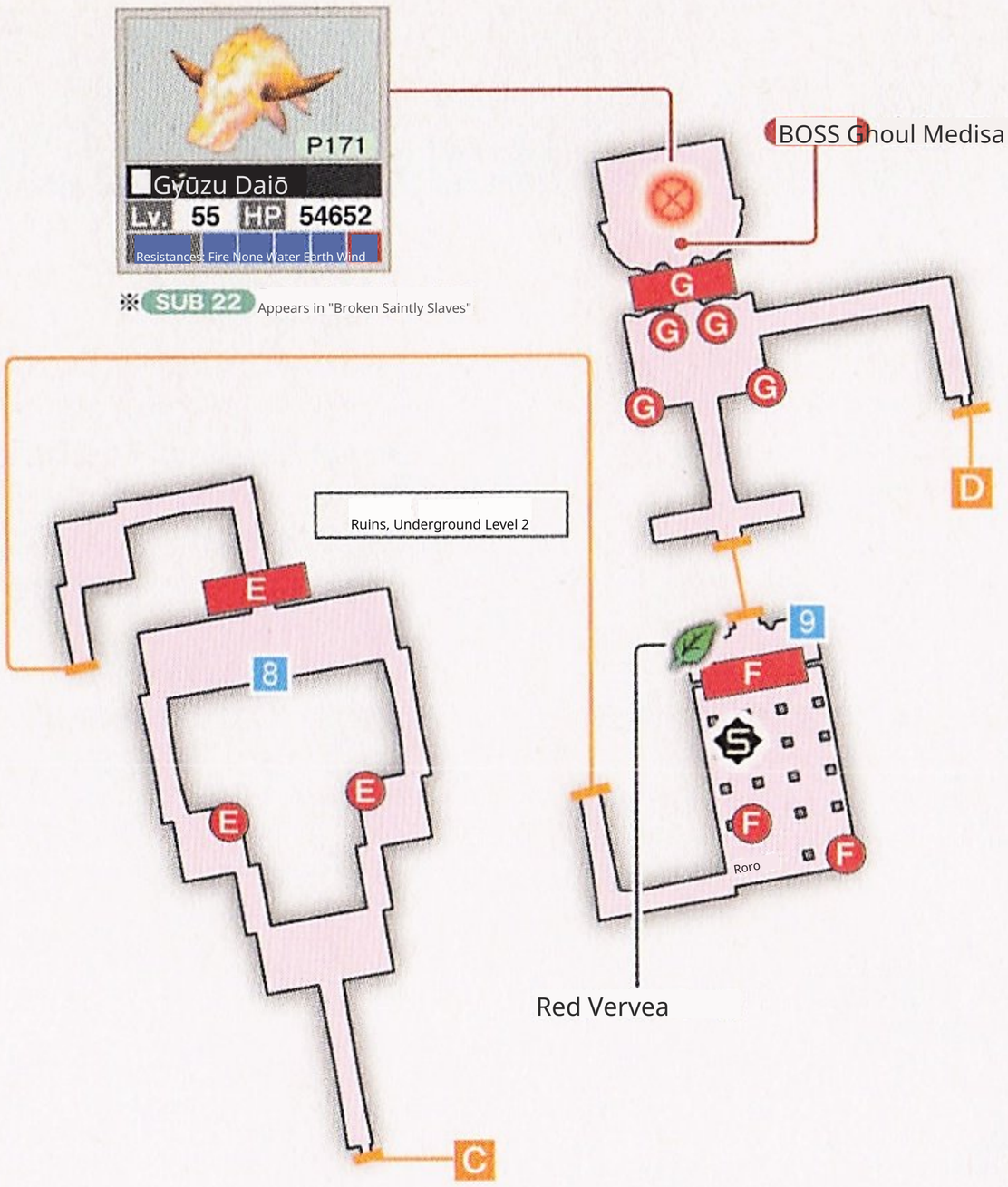
・Go to Titania's Main Gate Port

Northern Pass: Foldis Ruins



▼ Treasure Chest (Lv.37~38)

1 Arcana Bottle
23800 Gald
3 Saturn Field
4 | Rich Liquid
5 Runner's High
16 Holy Bottles
7 All Divide
8 Force Rings
19 Life Bottles
IC Runner’s High



Treasure Points

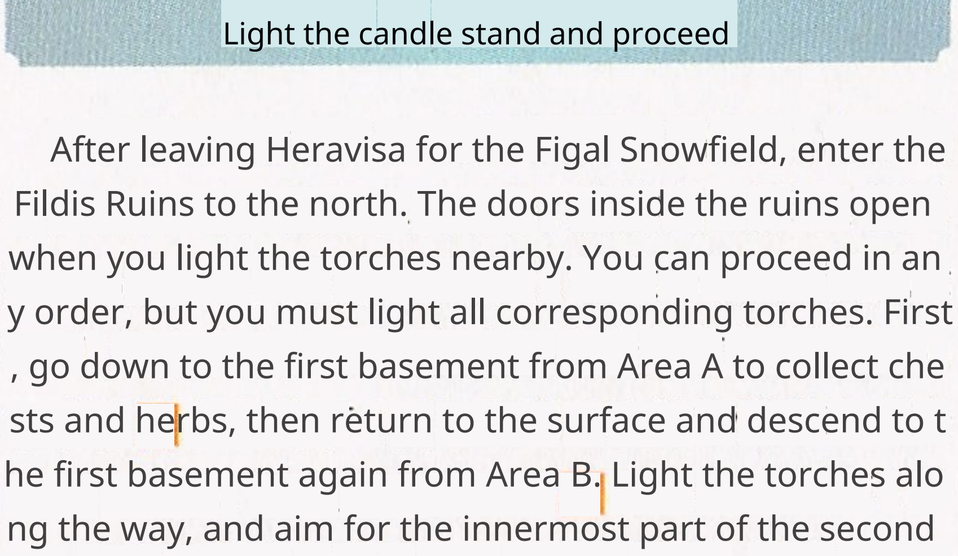
Enhancement	Black silver mass, fragment of quartz, Intermediate Alchemy Powder, Fragrant Liquid
Redeem	Flame Stone Shards, Small Ore, Gem Rough
Others	TL Coin

Appearing enemies

Main 44

Light the candle stand and proceed

After leaving Heravisa for the Figal Snowfield, enter the Fildis Ruins to the north. The doors inside the ruins open when you light the torches nearby. You can proceed in any order, but you must light all corresponding torches. First, go down to the first basement from Area A to collect chests and herbs, then return to the surface and descend to the first basement again from Area B. Light the torches along the way, and aim for the innermost part of the second basement where the demon-eating Medusa is located.



After the battle with GuiMo Medisa, keep the door to H open, and when you revisit Let's make it possible to create shortcuts.

Main 44 ~ 45

Defeat Medisa, the Devourer, at the deepest part of the ruins

If you are hit by the "Gorgon Eye" used by Gumo Medisa, you will be petrified, so dodge with Around Step or use Break Soul to avoid petrification. Additionally, have your teammates handle the three Rock Golems that spawn at the same time, while you as the controllable character focus on not getting hit by the attacks of Gumo Medisa.

Eat more than the reinforcement sea serpent Let's prioritize defeating Mamedisa.

▼ Boss Data

2 Monstros Medisa P237

Lv. 39 HP 53550 Weakness Earth Resistance Fire

Notes: Chants grant steel skin up to 10 hits. Lock Golem x3 appear simultaneously

No.25

Paradise Fragment

46 East-Gando Region's Vein Point

SUB 10 "Kokuroan Slash Demon Sword III" (→P162)

SUB 12 "Mysterious Arena IV" (→P166)

SUB 19 "Rest of Kurogane" (→P0170) - Talk with Benwitt and move to Tariesin Port by ship - From Tariesin, pass along the cliff road by Lake Purnaha to Morgana's Forest

- Proceed through Morgana's Forest. BOSS Xenomantis
- Enter Abar

47 Returning Home ...

- Go to Velvet's House. Lockrou and Aizen have withdrawn
  - Speak with the shopkeeper
- Fight Uriboa in Morgana's Forest (three points of interest)
- Approach Velvet's House

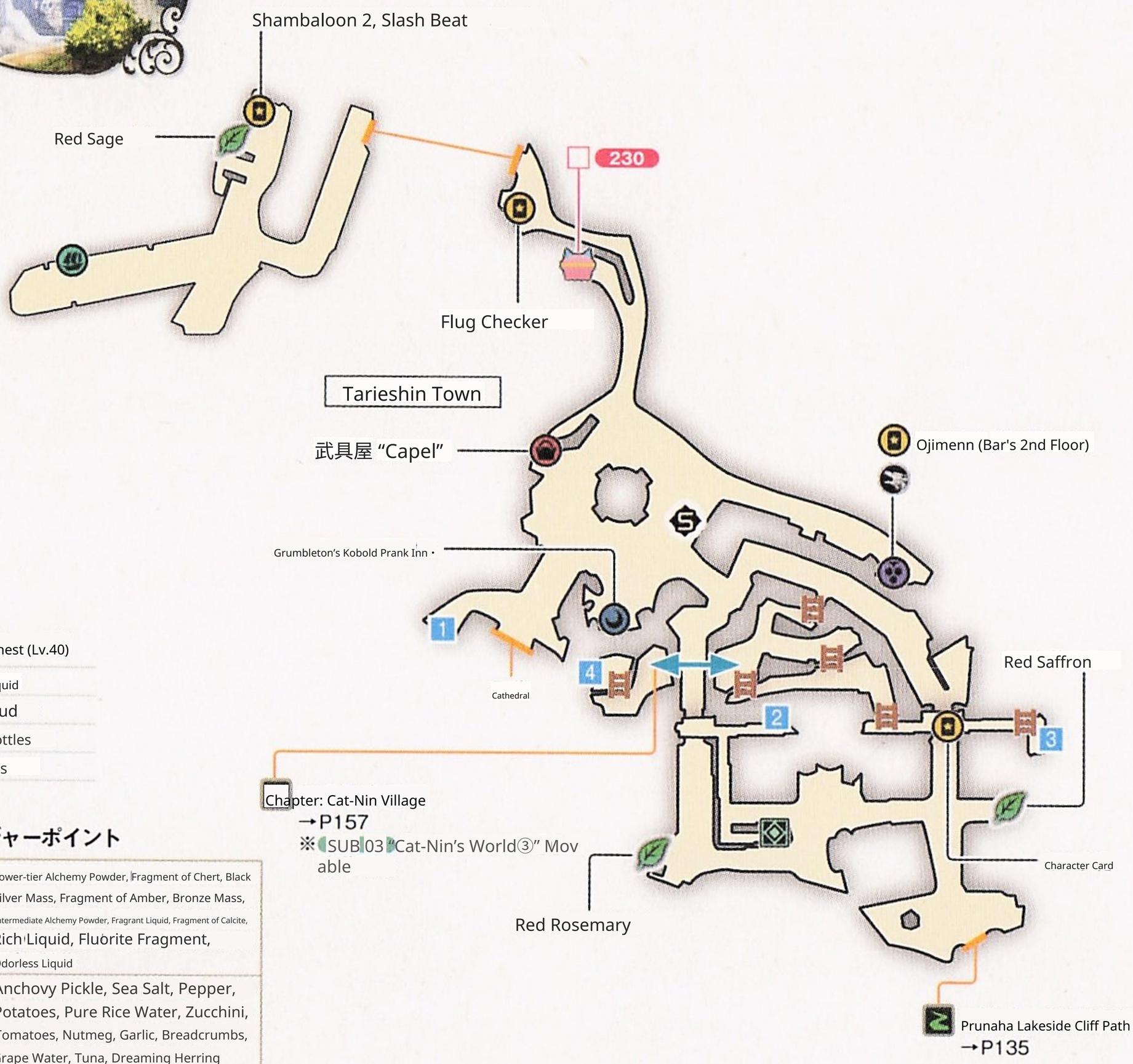
48 The Monster Eater

- When you go to the center of Abar village, Lockrou and Aizen return. Fight Garuda x2, Woovelheim x2
- Go to the cape in the Grove of Requiem. BOSS Soul-eating Demon Altros
- Return to Velvet's House in Abar, examine the desk in the room of Ryphisetto (younger brother)
- Return to Tariesin via Morgana's Forest and the cliff road by Lake Purnaha

SUB 12 「Mystery Arena ⑤」 (→P166)

SUB 14 『Magilou's Magical Troupe Goes④』 (→P166) - Talk to Benwick at Tarieshin Port and travel by ship to Titania

Eastern Cliff Tarieshin



▼ Treasure Chest (Lv.40)

1 Fragrant liquid
2,4350 Garud
13 Arcana Bottles
4 Life Bottles

▼ トレジャーポイント

Enhancement	Lower-tier Alchemy Powder, Fragment of Chert, Black Silver Mass, Fragment of Amber, Bronze Mass, Intermediate Alchemy Powder, Fragrant Liquid, Fragment of Calcite, Rich Liquid, Fluorite Fragment, Odorless Liquid
Ingredients	Anchovy Pickle, Sea Salt, Pepper, Potatoes, Pure Rice Water, Zucchini, Tomatoes, Nutmeg, Garlic, Breadcrumbs, Grape Water, Tuna, Dreaming Herring
Redeem	Flake of Firestone, Shattered Copper Coin, Clean Shell, Dried Fish, Small Ore, Ancient Silver Coin, Gem Rough
Fishing Bait Hookroach	
Others	TL Coin

② Tranquil Prunaha Lakeside Cliff Path

▼ Treasure Chest (Lv.40)

1 Life Bottle
[2 Beasttring
3 4350 Gold
4 Life Bottle
15 Fragrant Liquor

▼ トレジャーポイント

neme	Block of black silver, quartz shard, intermediate refi nt powder, fragrant liquid
Redeem	Hiruhari grass, everlasting mushrooms
Fishing bait	Nekomimi, Hookroach
Others	TL Coin

▼ Appearing enemies

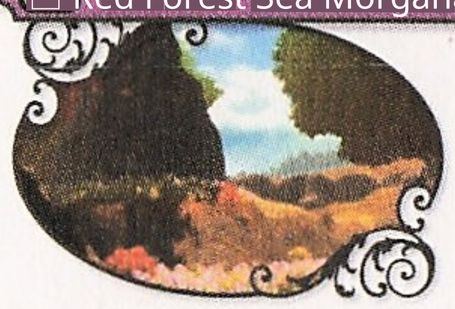
Main 46]

Back to East Gand Territory for the first time in three years

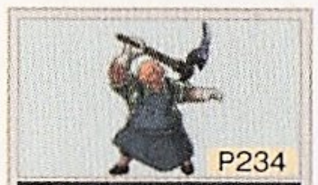
To head toward the next ley line point, Avall, t ravel by ship to Tarieshin. In Tarieshin, you can enjoy five kinds of mini-games, so you may colle ct TL coins. After exploration is finished, proceed southeast along the cliff road by Punaha Lake.

There are rumors that people are living in Avar, which was supposed to be wiped out.

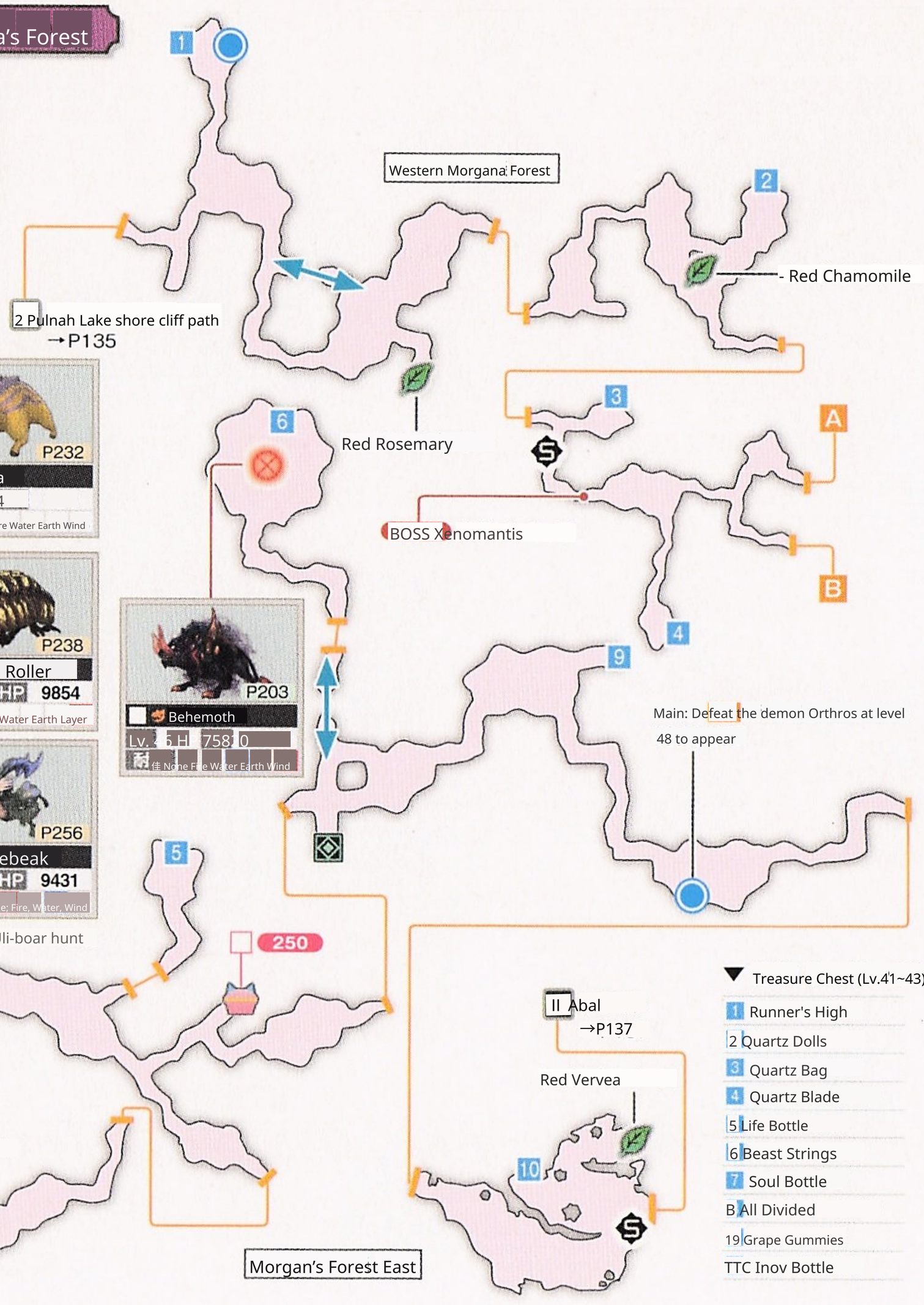
☐ Red Forest Sea Morgana's Forest



▼ Appearing Enemies (※)



※ Uli-boar appears only during main 47 Uli-boar hunt



▼ Treasure Chest (Lv.41~43)

1	Runner's High
2	Quartz Dolls
3	Quartz Bag
4	Quartz Blade
5	Life Bottle
6	Beast Strings
7	Soul Bottle
B	All Divided
19	Grape Gummies
	TTC Inov Bottle

▼ トレジャーポイント

	Chunks of Dark Silver, Quartz Shards, Intermediate Refine
ment	Powdered Medicine, Rich Liquid
	Cashout Fin Grass, Everlasting Mu
shroom, Other TL Coins	

Tales

Main 46

Reunion with a Beloved Friend Nico

Proceeding through Morganas Forest, you encoun ter Zenomantis that attacks Nico, and you dive into b attle. Zenomantis has a skill that increases damage o n a staggered opponent, so you should avoid getting stunned. In particular, getting hit by Zenomantis' "Ri ght Slash" and "Left Slash" in succession makes you more likely to be stunned, so try to attack from behin d. If you are stunned and the enemy attempts a "Cha rge," you can dodge if you keep enough distance.

When the stagger ends, you should sidestep using a "Charge". Use a horizontal dodge with the "Advance".

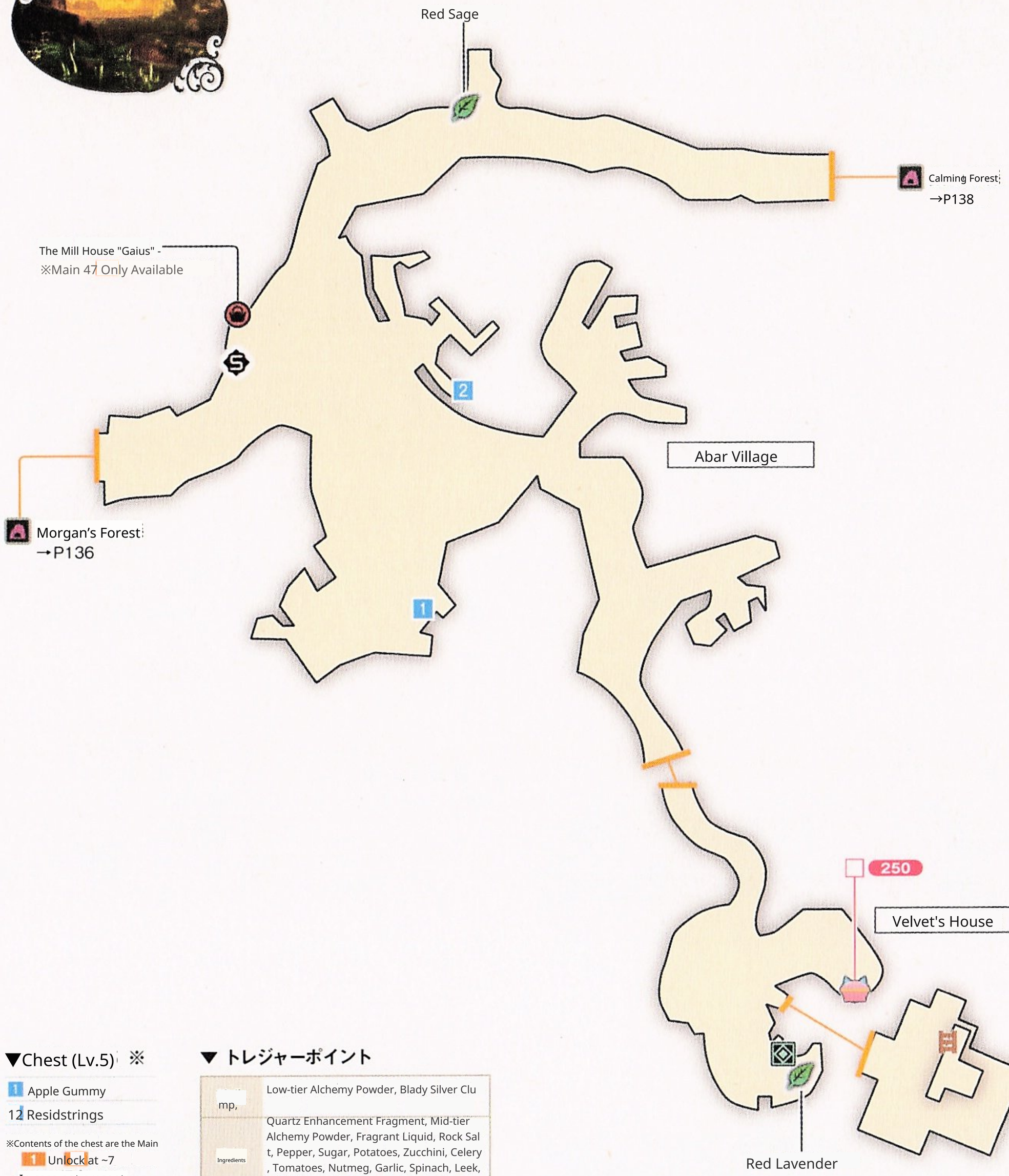
▼ Boss Data

Zenomantis P245

Lv. 42 HP 57712 Weakness Fire resistance Water and Earth

Notes: +25% damage to enemies while staggered

Nostalgic Village Avall (2)



▼Chest (Lv.5) ※

1 Apple Gummy
12 Residstrings

※Contents of the chest are the Main
1 Unlock at ~7
In case not present

▼ トレジャーポイント

mp,	Low-tier Alchemy Powder, Blady Silver Clu
Ingredients	Quartz Enhancement Fragment, Mid-tier Alchemy Powder, Fragrant Liquid, Rock Salt, Pepper, Sugar, Potatoes, Zucchini, Celery, Tomatoes, Nutmeg, Garlic, Spinach, Leek, Lemon
Redeem	Broken Copper Coin, Clean Shell, Hira Hri Grass, Aged Silver Coin
Bait	Emperor ant, Nekomimi, Hokurochi

Main 47

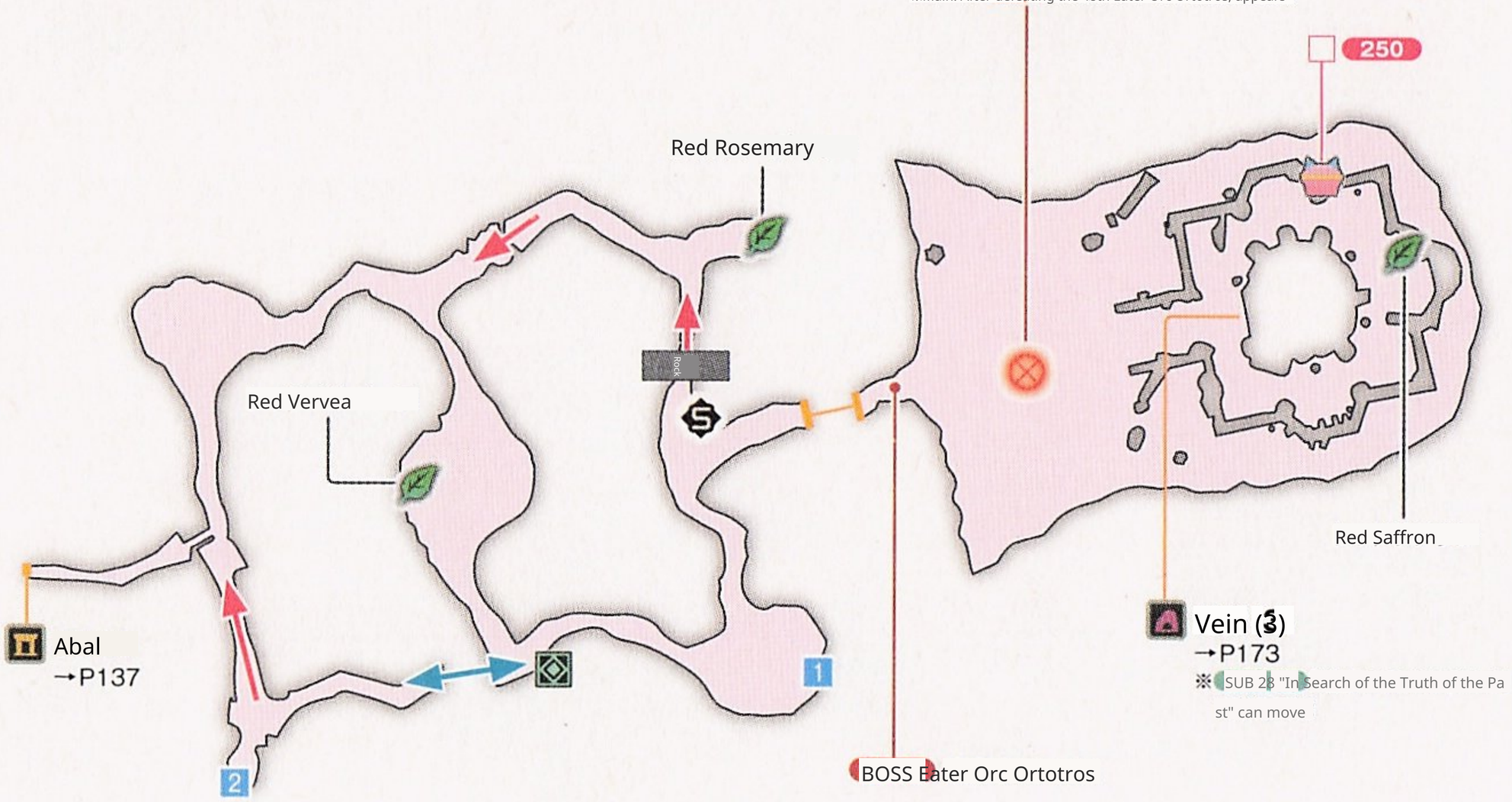
Hunting Uriboar in Morgana Forest

Upon arriving in Avar and returning to Velvet's house, hunt UriBoa, the material for meals, in Morgana Forest. UriBoas appear at the locations marked with a star on the map, so defeat them at a total of three places and return to Velvet's house.

During Uriboar hunting, Rokurou and Aizene has temporarily withdrawn.

Autumn-Colored Tree: The Forest of Calming (2)

※Main: After defeating the 48th Eater Orc Ortotros, appears



Appearing enemies

Treasure Chest (Lv.42)

1 Apple Jelly (※)
12 Apple Gums
※Main ~7, if not unlocked

Treasure Points

Enhancement	Black Silver Lump, Quartz Shard, Intermediate Alchemy Powder, Fragrant Liquid
Redeem	Relic fragments, chipped copper coins, small ore stone, needlegrass, evergreen mushroom
Fishing bait	Emperor, Nekomimi (cat ears), Hookroach

Main 48

VS Ghoul Orthros

After Rookro and Aizen, who had briefly departed, return to the party, you head to the cape east of the Forest of Calm, where you will engage in a battle with the demon Oltrus. Among the attacks of the demon Oltrus, guard against and reduce damage from wide-range attacks such as “Fire Breath” and “Ice Breath.” Also, when Oltrus’s HP is at or below 50% and there are 5 souls, it will perform “Bite,” which causes paralysis if you get hit, so try to dodge with the Around Step. By coordinating Velvet’s “Moon-Swirling Flower” and “Demon King Fire Destruction,” you can deal heavy damage by exploiting its weaknesses.

When the remaining HP becomes low, use the “Elemental Breath,” a wide-area attack in front. Always strike from the side of the demon mouth Orto（Orloros?）.

Boss data

喰魔オルトロス P237

Lv. 43 HP 61981 Weakness: Wind Resistance: Fire/Water

Note: Soul must not drop below 3 when taking damage

Forbidden Trump Card ~ Place of the Gods

49 To a New Vein Point

・Enter the interior of Titania

SUB 02 『Swordsman's Training 2』 Annihilated

SUB 20 「Mothers' Wishes I」 [Auto] (→P170)

・Talk with Benwick at Titania's main gate port, then move by ship to Lionel Island Pier

50 Teresa as a hostage

・Proceed from Lionel Island Pier to Baildo Marsh

・Go to the deepest part of Baildo Marsh. Boss: Monster-Eating Teresa

Continue to the BOSS Unfinished Kami: Oscar

51 Failed to Capture Monster

・Return to Lionel Island Pier and approach Benwick

52 Titania Offensive and Defensive War

・Talk with Benwick on Lionel Island Pier, then return to Titania by ship

SUB 11 "Lysifsetto and the Ancient Elixir ③-A" Annihilation

・Arrive at Titania. Fight against First-Class Strong Fist Anti-Mage, First-Class Longbow Anti-Mage

・Approach Kurogane on B1F of Titania

・Approach Percival on B2F of Titania

・Approach the back gate port. Fight against First-Class Strong Fist Anti-Mage, First-Class Longbow Anti-Mage ×2

・Approach the front gate port. BOSS Kanonushi

Return Frontier Region Lionel Island Pier

▼Treasure Chest (Lv.44)

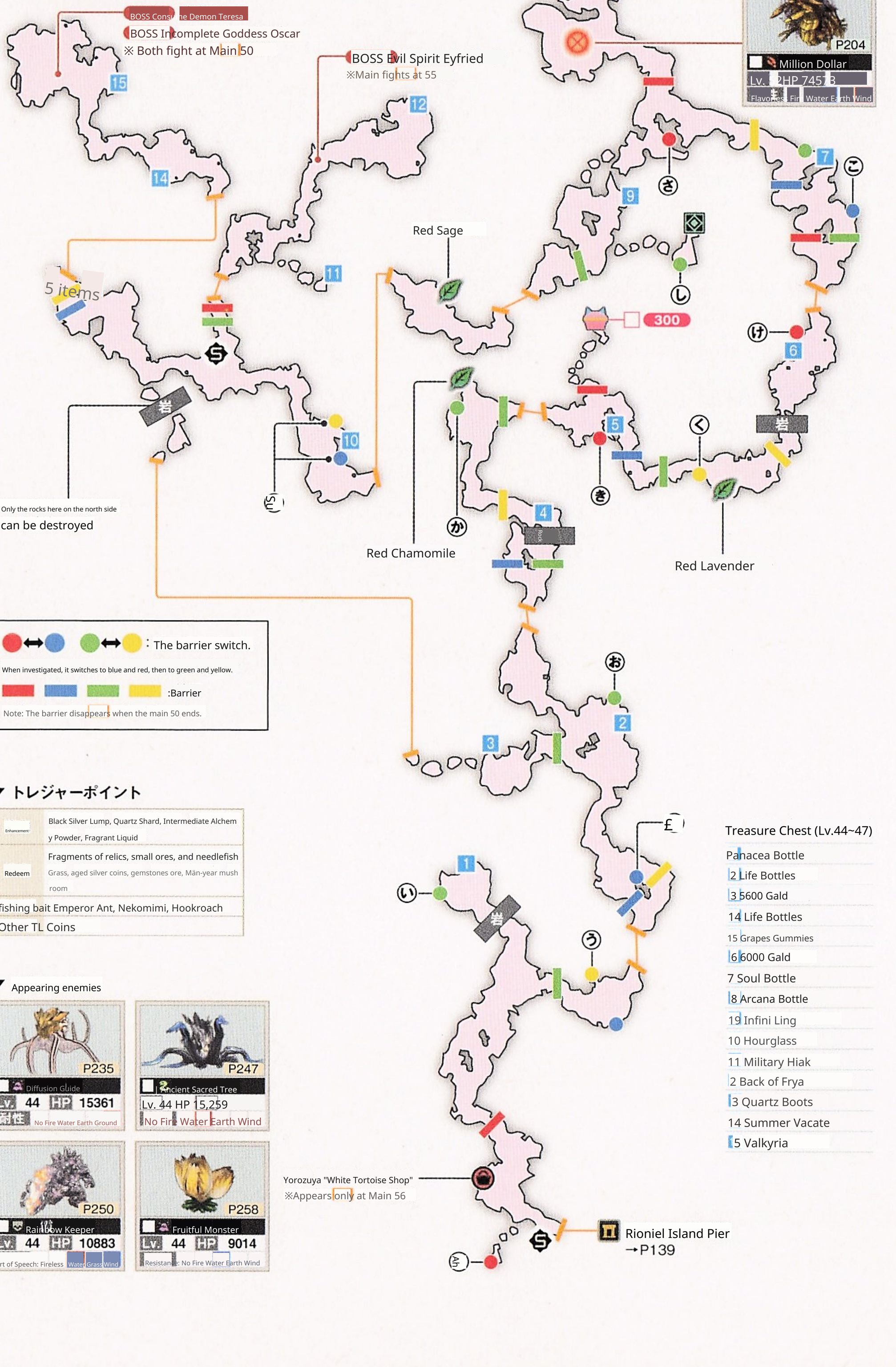
1 Grape Gummies

2 Arcana Bottles

▼ Treasure Points

Enhancement	Black Silver Slab, Bronze Slab, Fragrant Liquid Odorless Liquid
Ingredients	Albatross Meat, Potatoes, Zucchini Second, Boar Meat
Redeem Currency	Broken Copper Coin, Small Ore, Aged Silver

1 Ruins of the Old Kingdom Belnoid Marsh



: The barrier switch.

When investigated, it switches to blue and red, then to green and yellow.

:Barrier

Note: The barrier disappears when the main 50 ends.

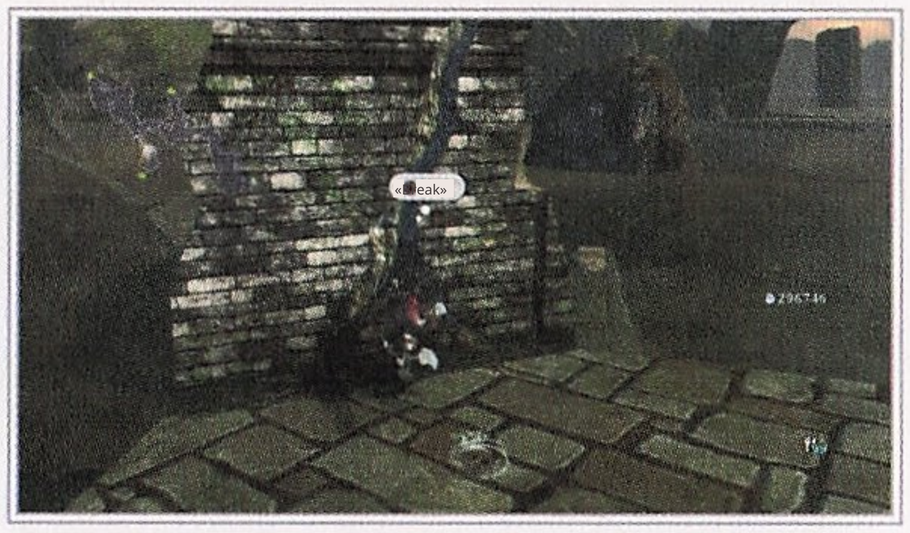
▼ トレジャーポイント

Enhancement	Black Silver Lump, Quartz Shard, Intermediate Alchemy Powder, Fragrant Liquid
Redeem	Fragments of relics, small ores, and needlefish Grass, aged silver coins, gemstones ore, Män-year mushroom
fishing bait	Emperor Ant, Nekomimi, Hookroach
Other	TL Coins

▼ Appearing enemies

Release the Veiled Marsh Barrier

At the very depths of the Veiled Marsh, you will face two consecutive powerful bosses. Be sure to restock recovery items and food at the Lionel Island Pier shop. In the Veiled Marsh, proceed by operating switches to change the barrier. When you examine a switch, the colors change: blue to red, green to yellow, and barriers corresponding to those colors appear accordingly.



The rock south of the Memory Formation can only be broken from the north. When you revisit, to be able to shortcut, break it before the boss fight.

The steps to progress while unlocking treasure chests

1. Turn that red switch to blue
2. Break the rock to unlock the chest
3. Turn the green switch to yellow
4. Turn the yellow switch of ③ to green
5. Turn the original blue switch to red
6. Open treasure chest 2
7. Turn the green switch of お to yellow
8. Open treasure chest 3
9. Turn the yellow switch of お to green
10. Destroy the rock to open treasure chest 4
11. Turn the green switch of that to yellow
12. Turn the red switch of お to blue
13. Release the Neko-nin Box
14. Turn the blue switch of お to red
15. Open treasure chest 5
16. Turn the yellow switch to green.
17. Break the rocks to proceed and unlock the chest numbered 6
18. Change the red switch in Sa to blue
19. Change the blue switch in No. to red
20. Unlock the chest numbered 7
21. Change the red switch in No. to blue
22. Defeat the Military-grade Vigilant Demon with a million dollars
23. Unlock the chest numbered 8
24. Unlock the chest numbered 9
25. Change the green switch in No. to yellow
26. Unleash Earthly Tree

Unlock chests 27.10–12

28. Turn the yellow switch to green, and the blue switch to red
29. Break the rock located on the south side of the memory formation
30. After unlocking treasures 13 to 15, proceed to the boss battle

Battle back-to-back with Teresa and Oscar

Among the attacks of the demon Teresa, the unblockable "Scryedriver" can be avoided, while the "Explode" has a shorter casting time, so it's safer to guard. If you're aiming for the Trophy, watch for the secret technique "Violent Mixer" that you start using when HP falls to 75% or below. In the ensuing unfinished神依 Oscar battle, counterattack after the enemy's attack finishes. For the high-damage "Last Frenzy," you can easily dodge by moving directly in front of the enemy who is casting. Since you also begin using the secret technique at or below 75% HP, try to heal early.

if you can't clear it, guard. Escape from Oscar's "Charge and Kill"

▼ Boss Data

喰魔 Terrasa P237

Lv. 44 HP 58,757 Weakness none, Immunities Fire • Wind

Note: Reduces stun time by 50%

Unfinished Kami: Oscar P259

Lv. 45 HP 51,302 Weakness none, Resistance Earth

Note: +50% damage to stunned enemies

Cannot deal damage to Kanonushi

Return to Titania (P128). When you progress events or battles at map points, you will face the Kanonushi near the Main Gate Port. You cannot deal damage to Kanonushi, and the battle ends after about 25 seconds.

Even when you attack, damage is 0. Attempt to evade or endure with guard.

▼ Boss Data

? Kanonushi P235

Lv. 65 HP 675,67 Weakness none Fire resistance none • Wind

Note: During chanting, gain steel skin up to 10 hits

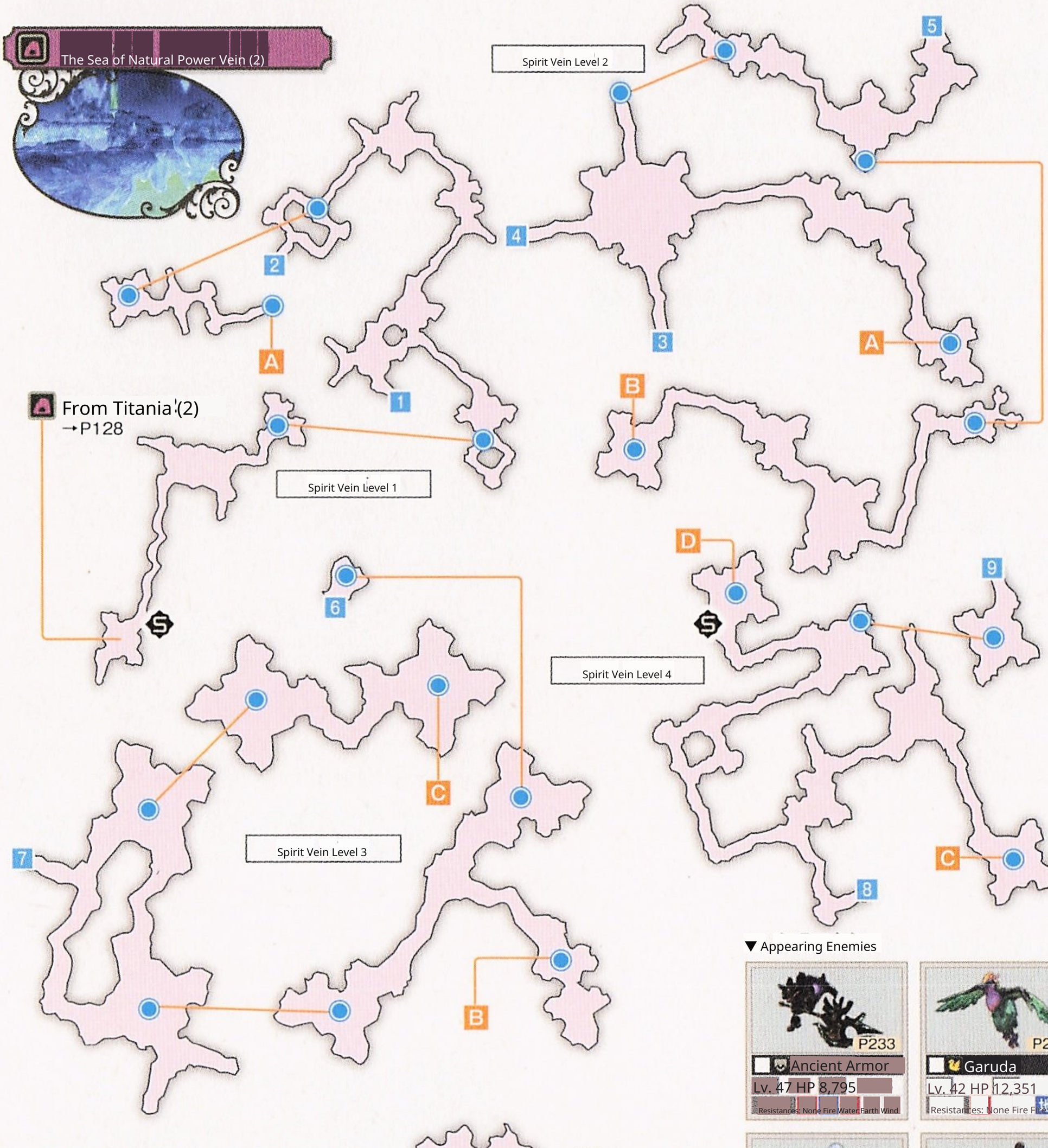
No.28

Causes of Despair

53 Wandering Heart of the Geomancy

- Luklow, Magilou, and Eisen withdraw and begin acting from the geas veins
- Proceed to the 2nd layer of the geas veins. Luklow and Eisen return
- Geoglyph: Proceed to the depths of the 5th layer. BOSS Chimera
- After the Chimera battle, automatically move to The Charis. Magilou returns and the Boss Melkijol, the Servant-Slave No. 1 (2)

The Sea of Natural Power Vein (2)



▼ Treasure Chest (Lv.47)

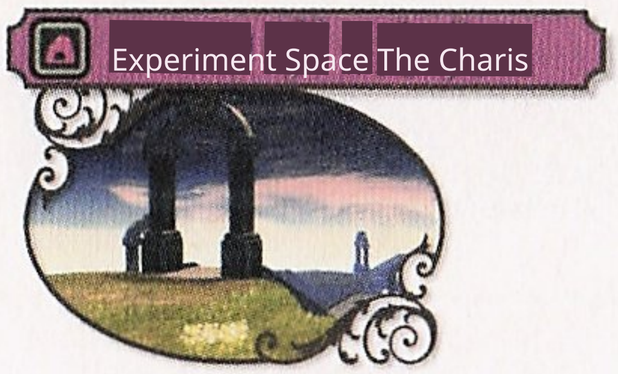
- Life Bottle ×3
- 12 Peach Gummies ×5
- 13 Life Bottles ×3
- 4 Grape Gummies ×3
- 5 Appad Ring
- 16 Peach Gummies ×5
- 7 Life Bottles ×3
- 8 Peach Gummies ×5
- 19 Panacea Bottle ×5
- 10 Soul Bottle ×3

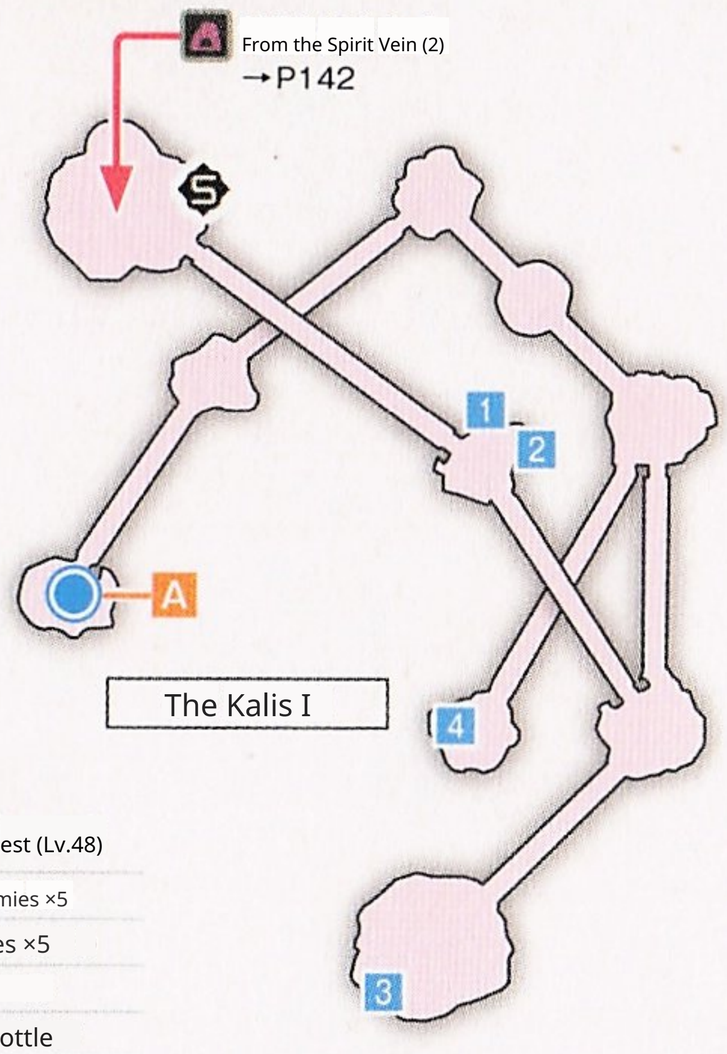
BOSS Chimera

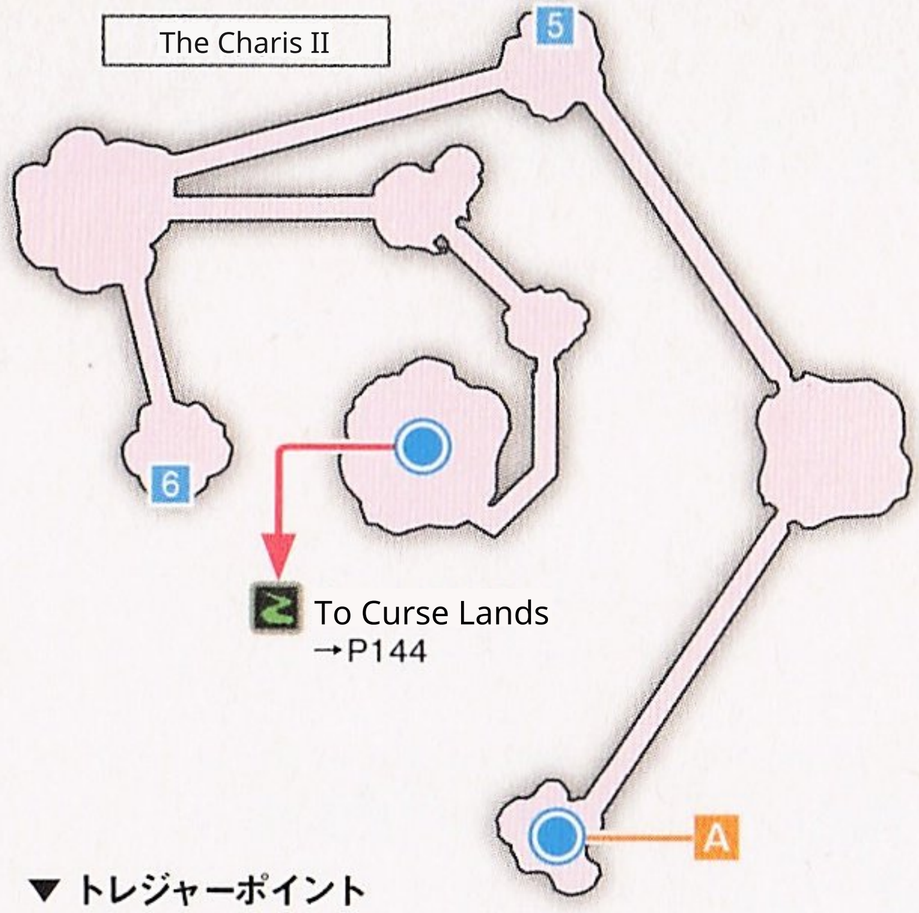
BOSS Melchiol, Tamed Sacred Serf No. 1 (2)

※ Melchiol, Tamed Sacred Serf No. 1 (2) means Fight immediately after moving to The Charis

▼ Appearing Enemies







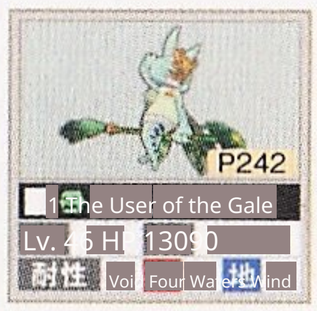
▼ Treasure Chest (Lv.48)

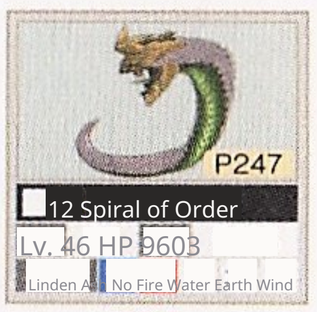
11 Peach Gummies ×5
12 Life Bottles ×5
3 Elixir
4 Arcana Bottle
15 Grape Gummies ×5
6 Soul Bottles

▼ トレジャーポイント

Enhancement	Golden lump, topaz shard, Intermediate Alchemy Powder, Fragrant Liquid
Redeem	Flame Stone Shards, Small Ore, Gem Rough

▼ Appearing Enemies





Escape from the Geomantic Vein

Geoduct (2) and The Calice will both become places you can never return to. The appearing enemies can be fought in other maps as well, so prioritize escaping. The chests mostly contain consumables, but if you want to increase your number of lockpicks, open them all. For the Chimera fought at the far end of Geoduct (2), you'll want to press its weak point with fire-attribute attacks. If it launches "Wild Knocker" that attacks the surroundings, approach from the front where there are safe enemies and strike its face. Since there are many wide-area attacks, make good use of Around Step.

When not targeted by enemies, attack from behind.
Unleash combos from there.

▼ Boss Data

Chimera P236

Lv. 48 HP 73846 Weakness: Fire [No Resistance, Earth

Note: Reduces all damage by 30

VS Melkior

Immediately after escaping Geomancy Vein, you face Melkior. To avoid hindering your ally's chants, defeat Puppet Servant Number One first. When Melkior stores Soul, he will unleash a powerful technique called "Lightning Blade Light." There's a short delay from the announcement of the skill name to its activation, so use that window to continue Around Step and exit the attack range.

Melchior's spells have short casting times.
Focus on guarding or dodging.

▼ Boss Data

Melchior P260

Lv. 49 HP 63474 Weakness: Wind, No Resistance

Note: Gains Super Armor until hit during casting

? Servant Holy Slaver No. 1 2() P241

Lv. 49 HP 1 195 Weakness: None Resistance: None

Notes: None

No.29~30

Whose fangs are for? Death God's Fist, hot

54 Escape from Enemy Ground!
- Proceed to Caris to move to Cartsland
- Advance through Cartsland. BOSS Helkite (1)

55 Return to Reality
- Start from Kadnix Port
- Stay at the inn in Kadnix Port

56 Assault、Enchanter's Evil: Ifrid
- Talk to Eleanor at Kadnix Port's wharf
- Talk to Eleanor again and move to Lionel Island Pier by boat
- Proceed to the depths of Baild Marsh. BOSS Evil Spirit Aifridh

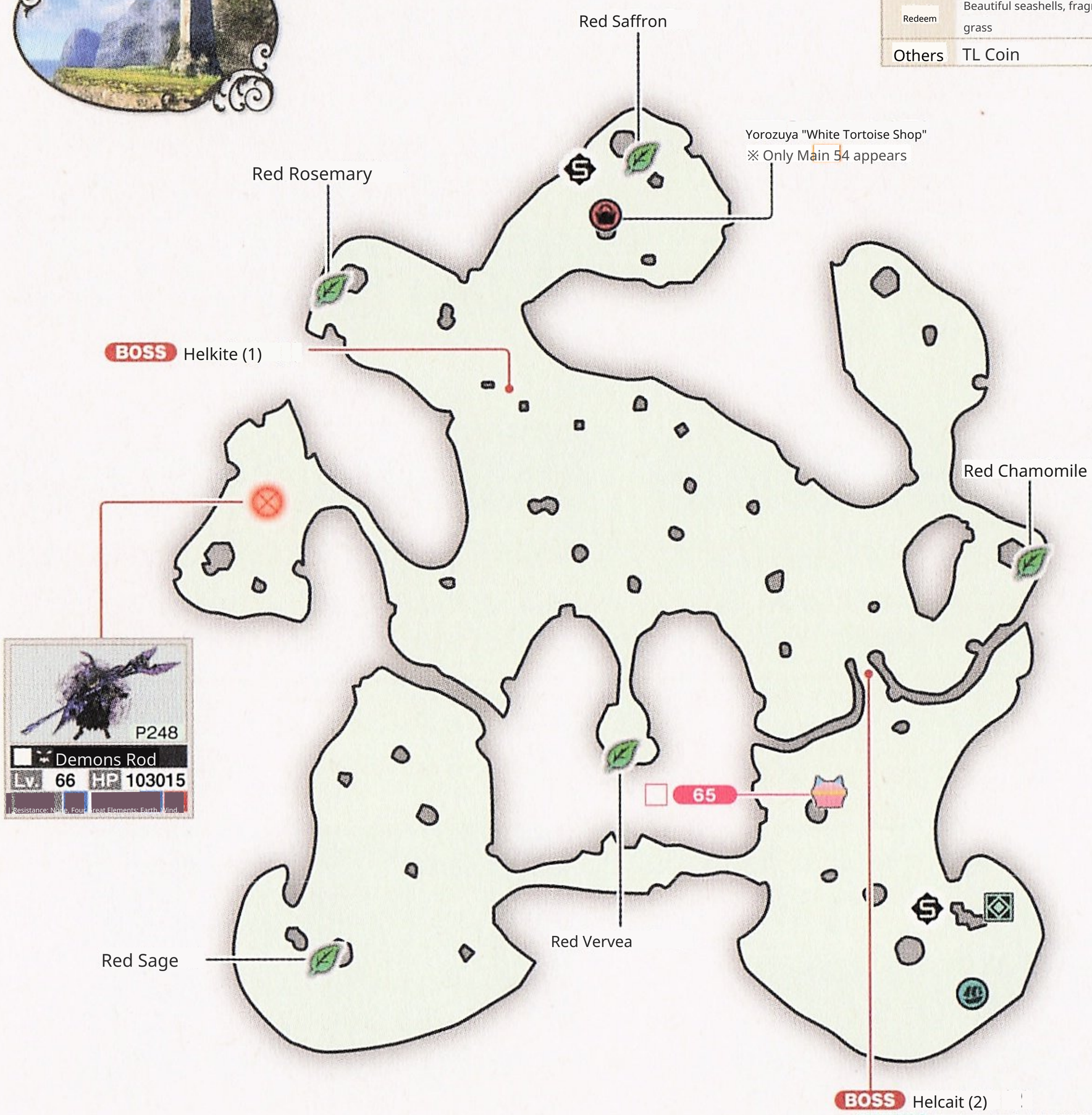
157 Wake the Four Holy Lords
- Talk to Grimoire at the Liorel Island Pier

SUB 11 "Relic of Liifiset and the Ancient Cure ③-B" (→P164)
- Talk to Benwick at the Liorel Island Pier
- Talk to Benwick again, and when choosing your travel destination by ship, select "Helavi Harbor"

The Island That Was Erased: Curse Land

▼ Treasure Points

Enhancement	golden ingot, jade fragment, advanced alchemy powder, rich liquid
Redeem	Beautiful seashells, fragments of coral, and Hira grass
Others	TL Coin



▼ Appearing Enemies

▼ Treasure Chest (Lv.49~50)

1 Pump Upper
2 Elixirs
13 Lords of Satan

Main 54

Battle with Hellkite

From The Calyx to Caerland, and after moving a short distance you will enter battle with Hellkite. Restock items at the general store near the starting point, “White Tortoise Shop,” before proceeding. Hellkite’s attacks often have slow startup, so you can respond even after the move name appears. The attack range is very wide; you can deal with the “Turning” by stepping away to dodge or guard. When HP decreases, an event occurs and Lifisette will withdraw from combat. Afterwards, you’ll enter the second half of the battle against a fully healed Hellkite, so save your BG for the first half and, in the second half, unleash a powerful combo leading to a fatal blow with your secret techniques.

HP is high and you gain a steel body while casting. Furthermore, you recover HP with “Luminous Gaine,” so deplete HP with a total assault to recover.

When HP drops to 50% or below, uses the wide-range attack “Calamity Flare.” Reducing Helkite's HP even in the late phase ends the battle.

To escape immediately after the Helcait battle, exploration cannot continue up to SUB 30 “Separated Future.” The resolution with Helcait will be on hold until then. ▼ Boss Data

Helkite (1) P257

Lv. 50 HP 79027 Weakness: None, Water Resistance: Fire, Earth

Note: Gains Super Armor for up to 15 hits during incantation.

Main 55 ~ 57

Confronting Aifrid, who has become a demonoid

If you progress the event at Kadniks Port and then move by ship to the Longwin Island pier, you can proceed again through Baild Marshy (→P140). Since the barrier has disappeared, if you break the rocks with Main 50 you can immediately reach the point via a shortcut. The demonic foe Eyfried uses many close-range techniques, and when HP falls to 50% or below, it will unleash powerful moves such as “Rengeki” (Rapid Strike) and “Wonder Rib Burst.” The multi-hit “Rengeki” should be guarded against when facing enemies in front, and when five souls are accumulated, use of “Wonder Rib Burst” should be dodged with a sideward ring-around-step. Also, when HP drops to 75% or below, the secret technique “Bold Ribus” will begin to be used, so if you’re aiming for the trophy, keep an eye on it.

Fallen Demon Idolfreed's skill effects cause 1.5x damage on stunned enemies. Avoid becoming stunned with dodging or guarding.

When HP falls below half, begins using powerful techniques. Save up everyone ’s BG to unleash a high-damage coordinated ultimate in the second half.

If you're aiming for the trophy, make sure to use the secret mystic arte "Boldribs" at least once before defeating it. Keep its HP high enough so it doesn't get defeated. ▼ Boss Data

? Demon Aifreed P239

Lv. 52 HP 7[illegible]705 Weakness: None, Resistance: Water, Earth

Note: +50% damage to stunned enemies

No.31

Kanono's Wave

158 Anomaly Detected!

・Move from Zexon Port to Logres

・Proceed to the royal city of Roglès. Boss: Messenger of Revelation

・Enter Roglès Palace through the capital city's underground passage and go to the underground chapel. Boss: Messenger of Revelation ×3

59 To prevent the pacification

・Proceed from Roglès toward the Danna Road

SUB 13 "Izzen's Journey II" (P166)

SUB 18 "Nor-sama Doll of Happiness IV" (→P169)

SUB 21 "Gulaáng the Glutton" (→P170)

・From either port, take a ship to Heravisa

60 To Kilrael Volcano

SUB 02 "Swordsmanship Training III" [Timed] (→P158)

SUB 09 "The Zan ge VI" (→P161)

SUB 22 "Broken Saint's Slave" (→P171)

・Head north across the Figuar Snowfield to enter the Foldis Ruins

・Traverse the Foldis Ruins to enter the Gaiburq Ice Region

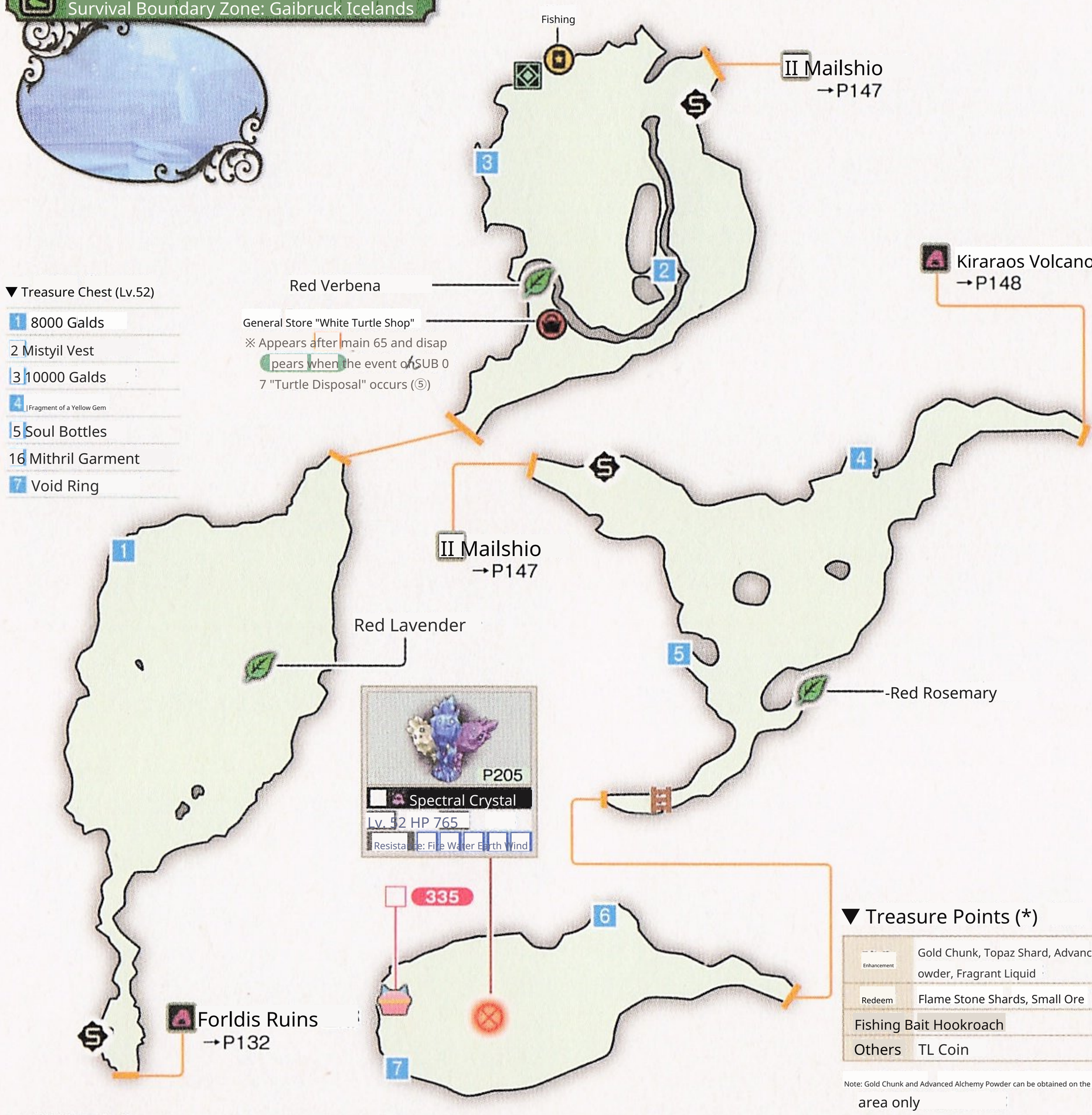
・Enter Maelsio

61 Challenge Letter to the Sacred Hall

・Head to the center of Mairushio town and fight the Executor

SUB 02 "Swordsman's Training ③" Annihilation

Survival Boundary Zone: Gaibruck Icelands



▼ Treasure Chest (Lv.52)

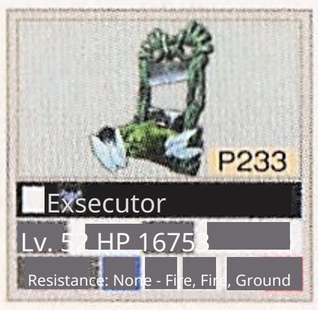
1 8000 Galds
2 Mistyil Vest
3 10000 Galds
4 Fragment of a Yellow Gem
5 Soul Bottles
16 Mithril Garment
7 Void Ring

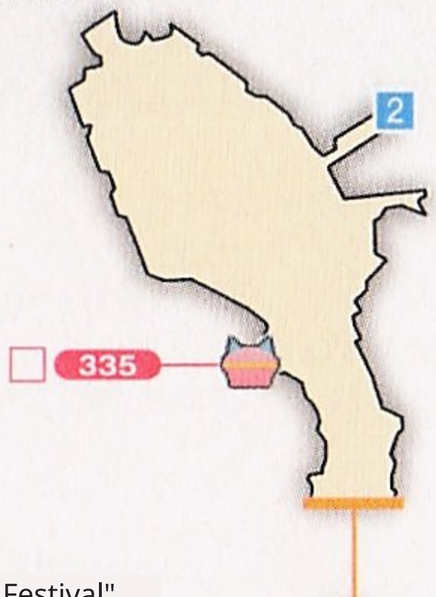
▼ Treasure Points (*)

Enhancement	Gold Chunk, Topaz Shard, Advanced Alchemy Powder, Fragrant Liquid
Redeem	Flame Stone Shards, Small Ore
Fishing Bait Hookroach	
Others	TL Coin

Note: Gold Chunk and Advanced Alchemy Powder can be obtained on the western side of Mailcio area only

▼ Appearing enemies



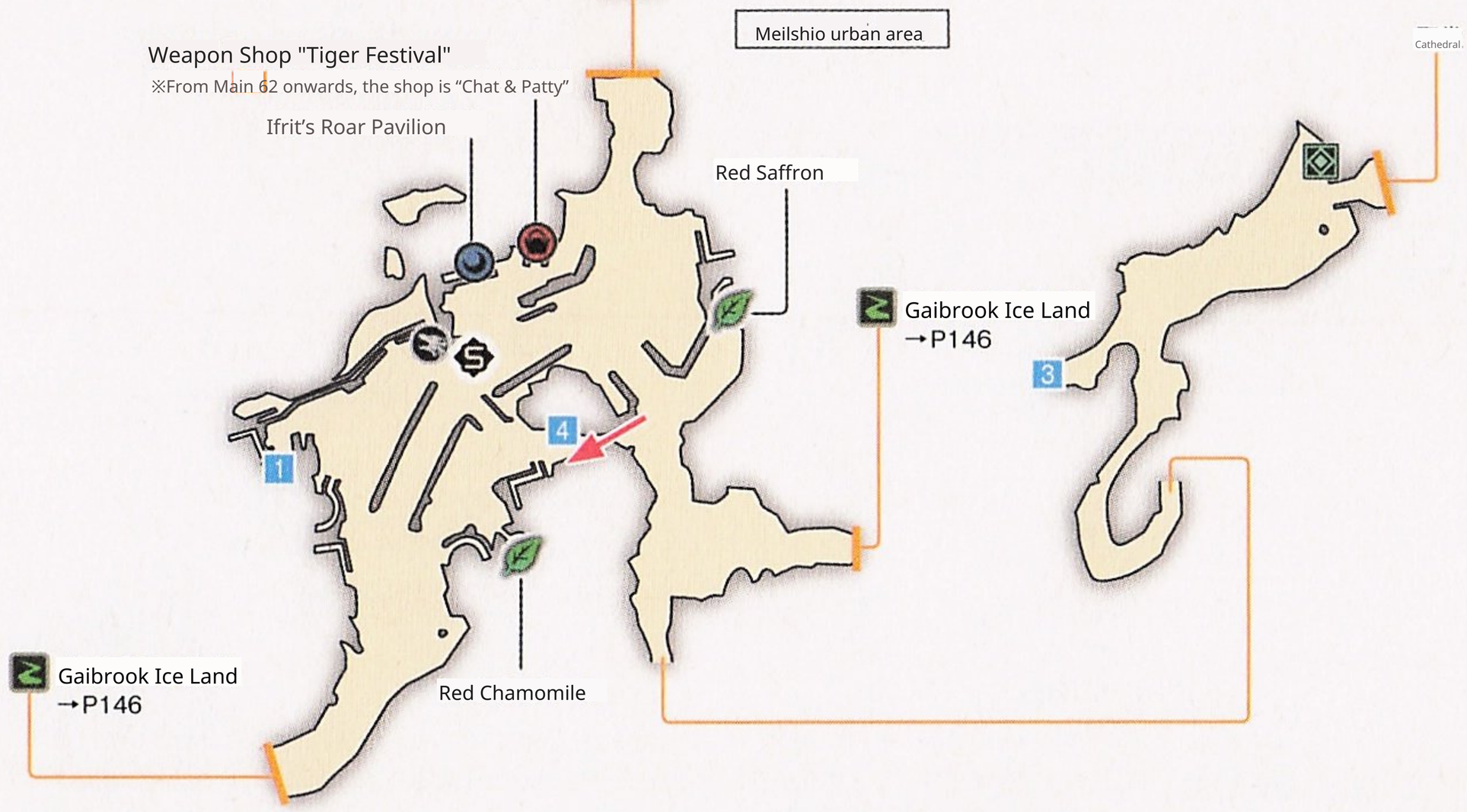


▼ Treasure Chest (Lv.53~54)

1 Neptune Soil
2 10500 Gald
3 Fragment of Topaz
4 | Shark Bottle

▼ トレジャーポイント

Enhancement	Lower-grade Alchemy Powder, Fragment of Augite, Higher-grade Alchemy Powder, Fragment of Quartz, Fragment of Orthoclase, Intermediate-grade Alchemy Powder
Ingredients	Rock salt, pepper, lizard tail meat, nutmeg, twin sharks, tuna, mallard meat, dream herring, wyvern flank meat
Redeem	Flame Stone fragments, chipped copper coins, small ore, aged silver coin, gemstone rough



Main 58 ~ 59

To the pacified Rogress

In front of Rogress’s royal city square and in the subterranean chapel beneath Rogress’s former residence, you will fight the Messenger of Revelation. Only one will appear at the royal city square, so unleash a combo to overwhelm it in one go. If the Messenger of Revelation uses “Jump,” move away from the landing point shown. In the underground chapel, you will fight three at the same time. If Velvet, aim for weakness combos such as “Rapid Horse Kick” → “Demon King Fire Destruction” → “Skylyr Shockwave Strike.”

Move around and deal damage all at once. Stand in a way that crowds enemies in one place

▼ Boss Data

Gift of Heaven P249

Lv. 60 HP 21705 Weakness None Immunities

Note: None

Main 60 ~ 61

Make Meilshio a base

To awaken the Four Holy Masters, Velvet and the group head for Kilraus Volcano. Move from Heravisa → Figar Snowfield → Fordis Ruins and advance through the Gibluk Ice Lands, then enter the town of Meilshio at the foot of the northeast volcano.

Main Episode — Extra Episode

Normal enemy with the same abilities. In the exquisitely perform a play to evacuate residents, and Mailzio will be the base of a squad.

No.32~34

My name is Calamity ~ ~Mevin~ Observers of the World

62 In the City of Aurora

- Talk to Kuro, Aizen, and Eleanor each (★Point 3 locations)
- Approach Medisa near the inn;

defeat 63 VIPs

SUB12 「Mysterious Arena ⑥」 (→P1

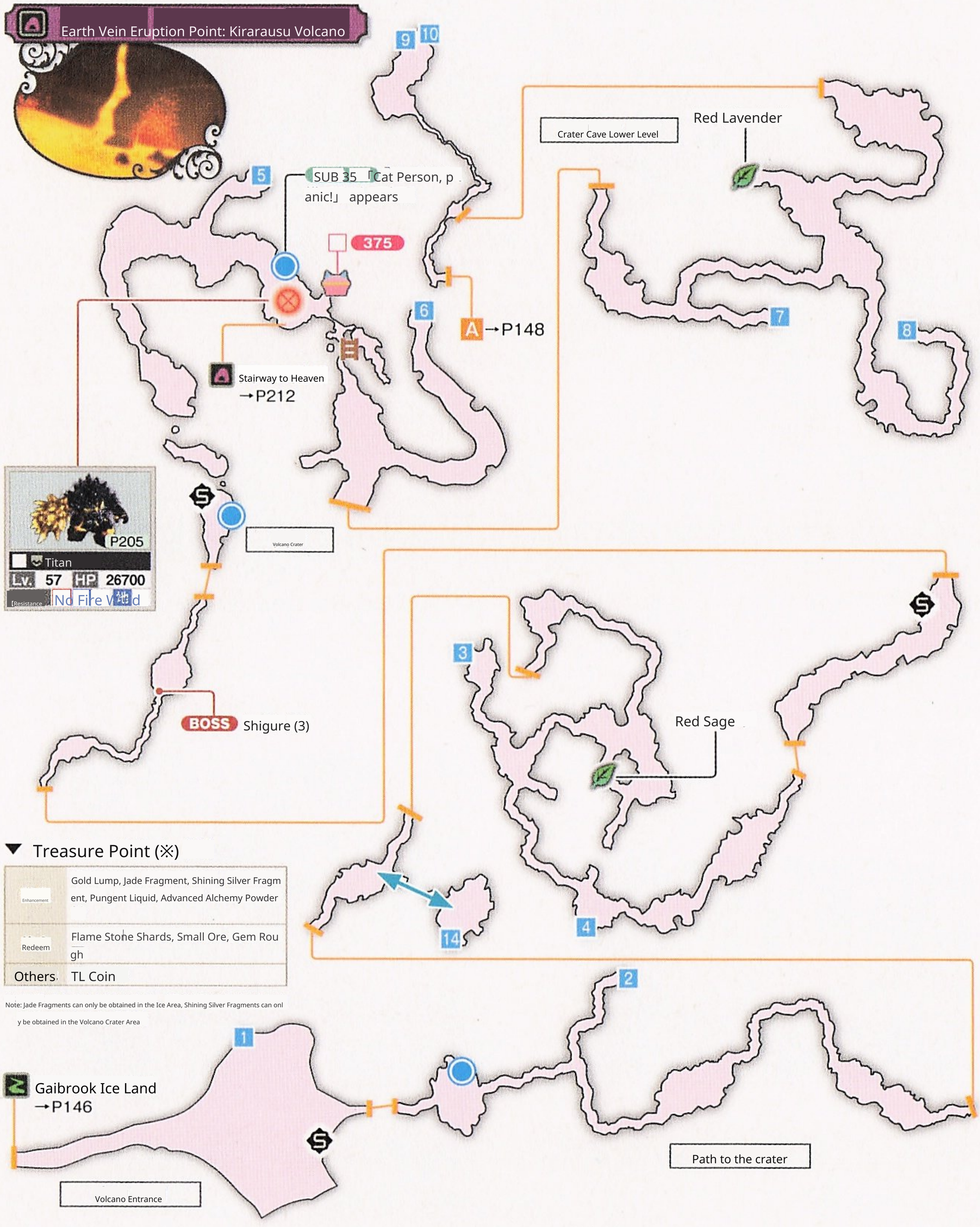
SUB 20 66) 「Mother's Wish ②」 (→P170)

SUB 23 「Eight Taints」 (→P171)

- Pass through the Gaibulke Ice Lands into Kiralas Volcano
- Proceed into the crater of Kiralas Volcano. BOSS Shigure (3)

64 Remaining: Melchior

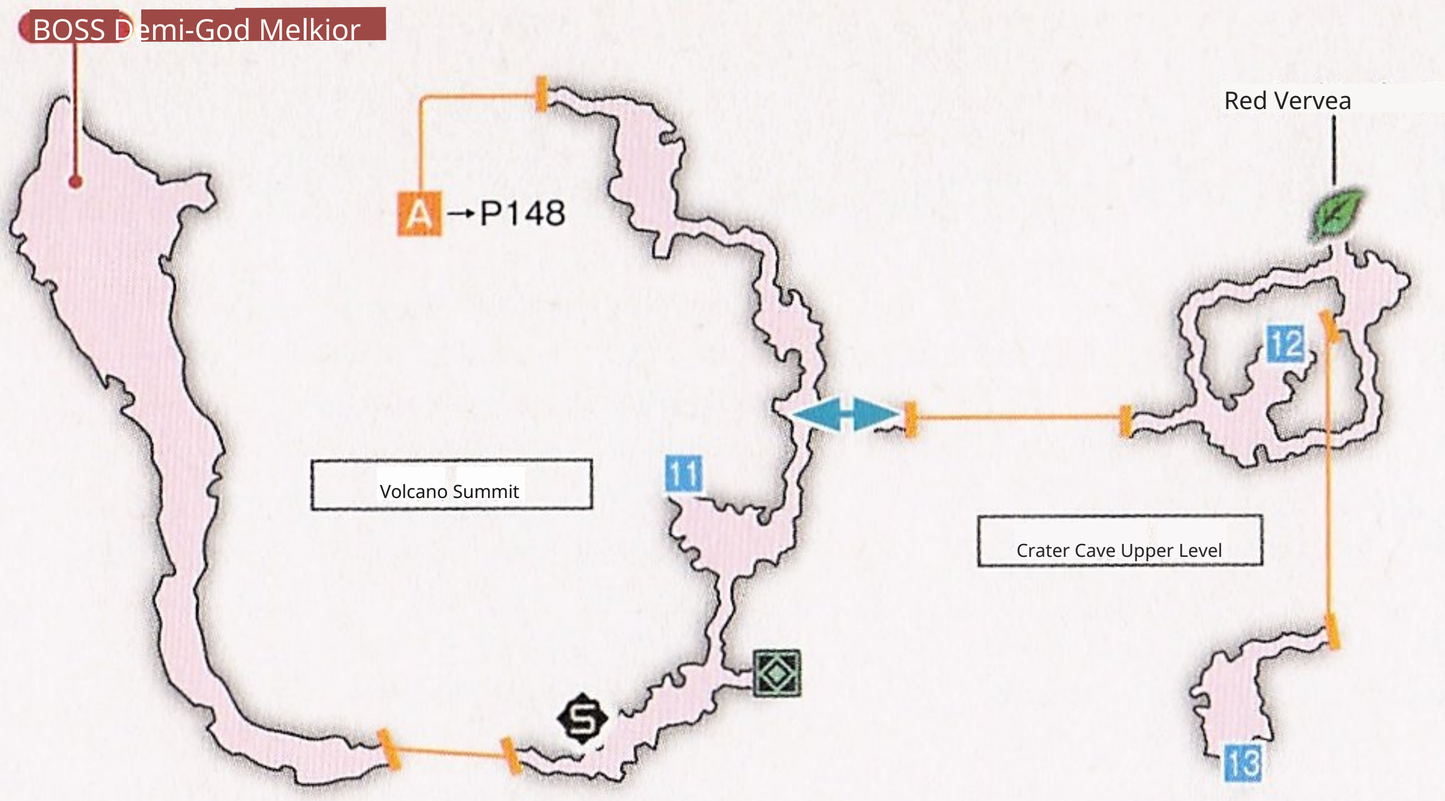
- Ascend Kiralas Volcano's summit. BOSS Semi-God Melkior



Treasure Point (※)

Enhancement	Gold Lump, Jade Fragment, Shining Silver Fragment, Pungent Liquid, Advanced Alchemy Powder
Redeem	Flame Stone Shards, Small Ore, Gem Rough
Others	TL Coin

Note: Jade Fragments can only be obtained in the Ice Area, Shining Silver Fragments can only be obtained in the Volcano Crater Area



▼ Treasure Chest (Lv.53)

1 Gloire Domus
12 Arcana Bottles
3 Shark Bottles
4 Pinion Ring
15 Mithril Doll
6 Soul Bottles
7 11500 Gald
8 Shark Bottle
19 Mithril Earrings
10 Intermediate Alchemy Powder
1 Mithril Talisman
12 Elixirs
13 Soul Bottle
14 | Grape Mi

▼ Appearing Enemies

Main 62 ~ 63

Final Showdown with Shigure

Shigure's attack should be dodged with a horizontal aro und-step, or blocked and then countered. When you have 5 souls, be sure to avoid the unblockable "Massacre" attack . HP drops to 32% or less, increasing attack power, so finis h him off with a coordinated secret technique. Also, if Locr or (Rokurou) is participating in the battle, after the secret t echnique "Storm Moon Style — Falcon" is unleashed, a spe cial cutscene occurs and you can avoid taking damage.

Shigure's secret技 "Storm Moon Style: Golden Eagle" special演出 r equires Roclow to participate in battle and not be incapacitated.

▼ Boss Data

Shigure (3) P242

Lv. 54 HP 76,281 Weakness Fire, Wind Resistance

Notes: When HP is 32% or lower, Attack Power increases by +30%

Main 64

Defeat the demigod Melchior at the summit

With the Demi-God Melkior who gains steel-body duri ng casting thanks to skill effects, it is difficult to attack to interrupt the casting. Once casting begins, focus on eva sion, and then attack after you have dodged the spell. Al so, when you have 5 souls, if you are hit by "Illusory Coll apse of Splintered Steel," you will take heavy damage fro m a series of hits. After the move name appears, immedi ately follow up with consecutive around-steps to evade.

Attack focusing on wind-attribute techniques that exploit weaknesses; when it become s a furor demon with Velvet, landing "Univalan...tsu" can target weakness linkage.

▼ Boss Data

2 Demi-god Melsiel P252

Lv. 56 HP 84,206 Weakness Wind, Water/ Earth Resist

Notes: While chanting, you gain steel skin for up to 20 hits

Savor Life

65 To the Land of the Final Battle

SUB 17 "Bienfu RIDE GO!③" (→P168)

・Approach Dyle in Mailshio

SUB 24 "Occupation of Mailshio" [Automatic] (→P171)

SUB 27 "Kurogane Conquest" (→P173)

・Approach Benwick at Helavisa Port

SUB12 "Mysterious Arena ⑦" (→P166)

・Talk to Benwick and travel to Zexson Port by ship

SUB 01 "World of Nekonin ③" (→P157)

SUB 04 "Velvet's Cooking ③" (→P158)

SUB 07 "Kamenin Chronicles ④⑤" (→P159)

SUB 08 "Ship Dispatch ~Seeking the Unknown Sea ④~⑥" (→P160)

SUB 09 "THE・Zange ⑦⑧" (→P161)

SUB10 "Rokurou's Demon-Slaying Sword ④" (→P162)

SUB 11 "Laphicet and the Ancient Elixir ④" (→P164)

SUB 12 "Mysterious Arena ⑧⑨" (→P166)

SUB 14 "Magilou's Magic Troupe Goes Forth ⑤~8" (→P166)

SUB 15 "The Little Witch ②③" (→P168)

SUB 18 "Lord Nor's Happy Doll ⑤~⑦" (→P169)

SUB 20 "Mothers' Wishes ③ ④" (→P170)

SUB 25 "In Search of the Mysterious Pengyon" (→P171)

SUB 26 "Zaveid's Style ①～⑤" (→P172)

SUB 28 "In Search of the Truth of the Past" (→P173)

SUB 29 "Moana's Treasure" (→P174)

SUB 30 "Divided Future" (→P174)

SUB 31 "Relic of a Different Civilization" (→P174)

SUB 32 "Liberated Sacred Servant" (→P174)

・Ascend the stairs to the Cathedral of the Saint Lord

SUB 33 "Just Before the Break-In" (→P174)

・Move to Eight-Headed Dragon Kanonushi via the teleportation device

・The six bosses below A~F can be bypassed to proceed

A BOSS Army of the Sky

B BOSS Crime's Avenger

O BOSS Miracle Imitator

⑪ BOSS Vessel of Illicitness

C BOSS Wounded of the Grim Reaper

O BOSS Goddess of Vengeance

・Proceed to the top of Eight-Headed Dragon Kanonushi. BOSS Altrius

(2) Kanonushi

・Continue with BOSS God-Servant Altrius

・After the ending, save the clear data

・Return to the title screen and load the clear data

SUB 03 "Duelist Arthur IV" (→P158)

SUB 12 "Mystery Arena X" (→P166)

SUB 17 "Vienfu Ride Go! IV" (→P168)

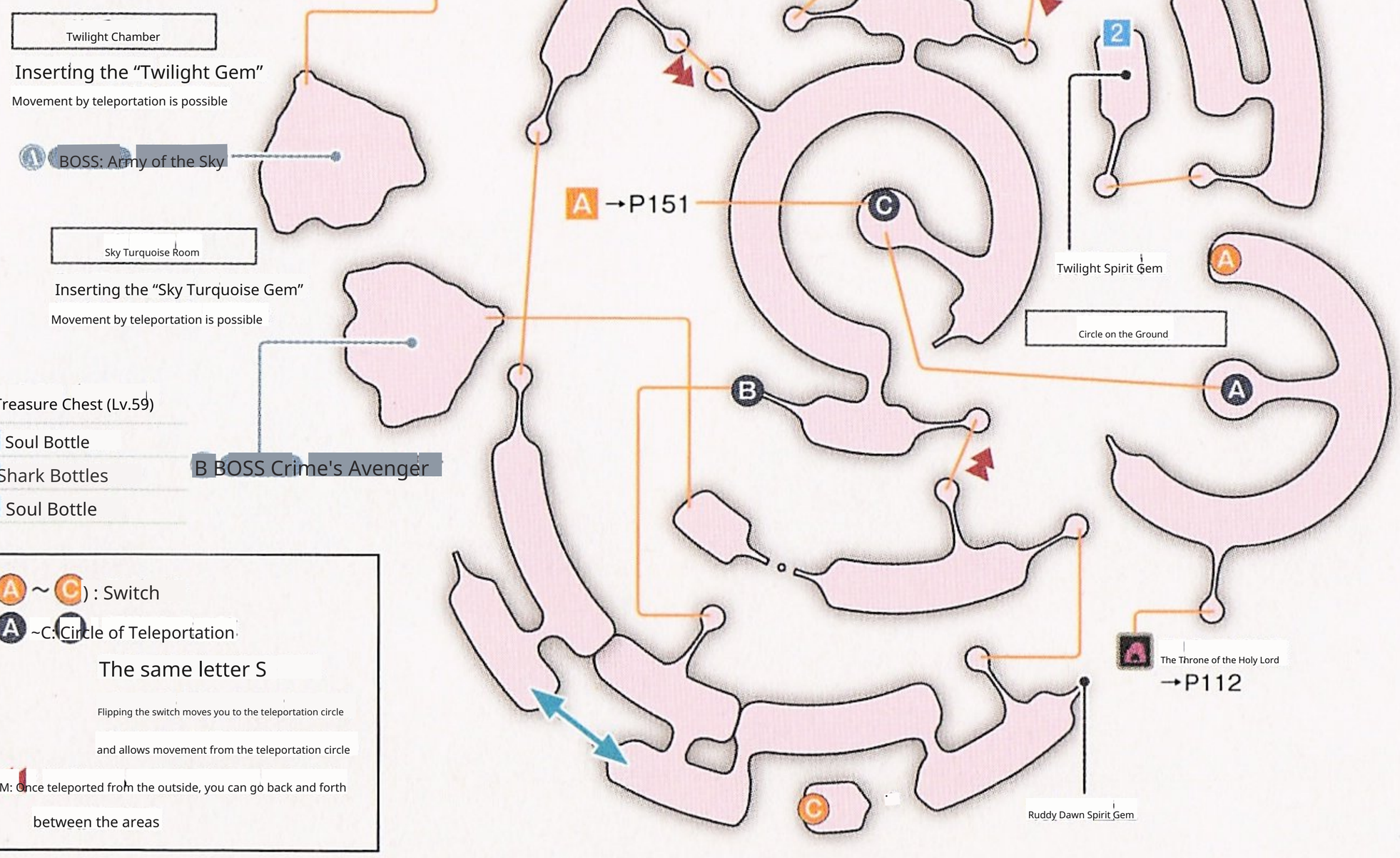
SUB 34 "The Messenger of the End Appears!" (→P175)

SUB 35 "Neko-nin, panic!" (→P175)

SUB 36 "Steps to Heaven" (→P175)

SUB 37 "刻の癒し、来たる!?" (→P175)

Sky Emergence: Eight-Headed Dragon Kanonushi



▼ Treasure Chest (Lv.59)

1 Soul Bottle

2 Shark Bottles

11 Soul Bottle

A ~ C) : Switch

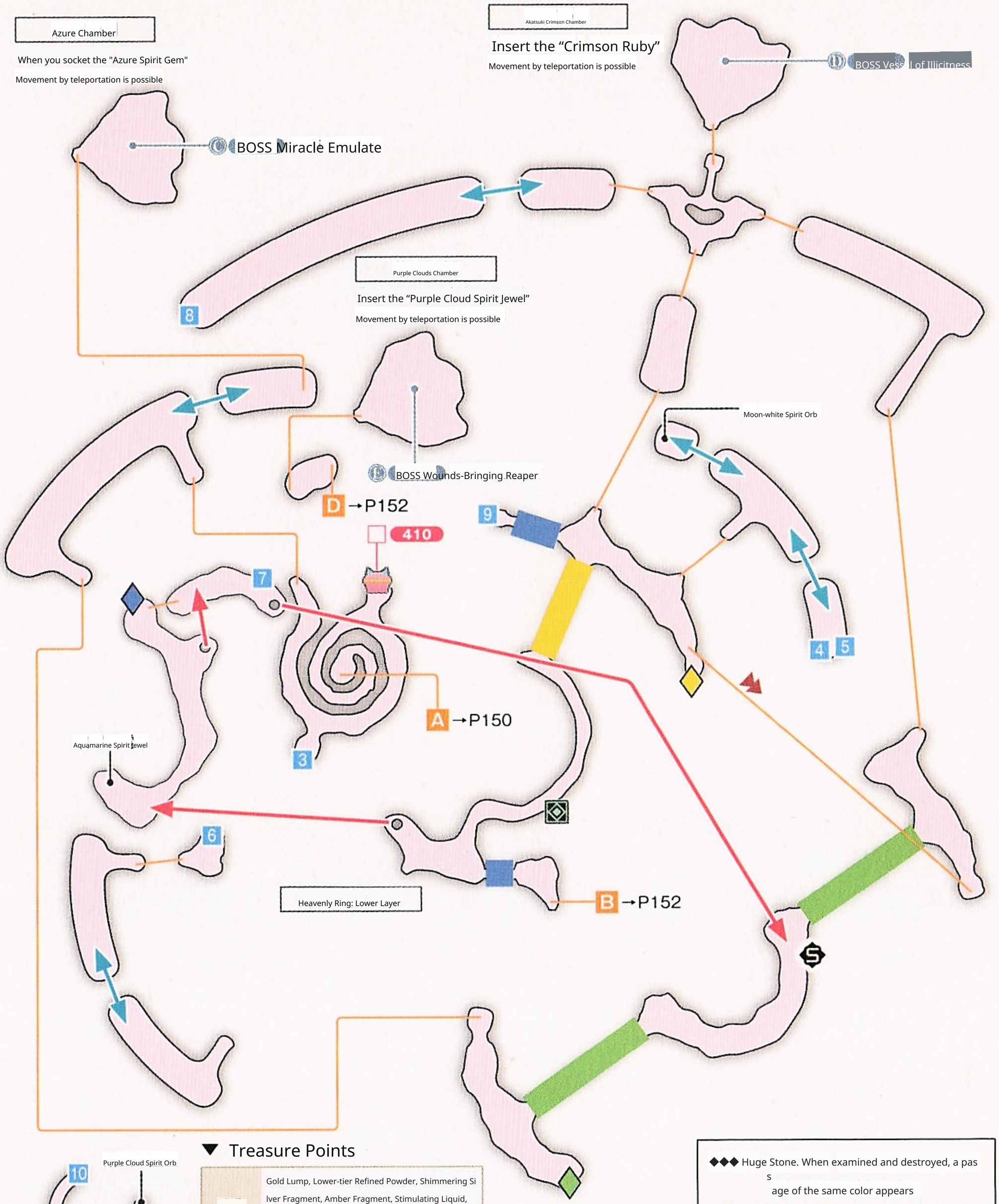
A ~C: Circle of Teleportation

The same letter S

Flipping the switch moves you to the teleportation circle

and allows movement from the teleportation circle

M: Once teleported from the outside, you can go back and forth between the areas



▼ Treasure Points

Enhancement	Gold Lump, Lower-tier Refined Powder, Shimmering Silver Fragment, Amber Fragment, Stimulating Liquid, High-grade Refined Powder, Bronze Lump, Odorless Liquid
Redeem	Gem Raw Ore

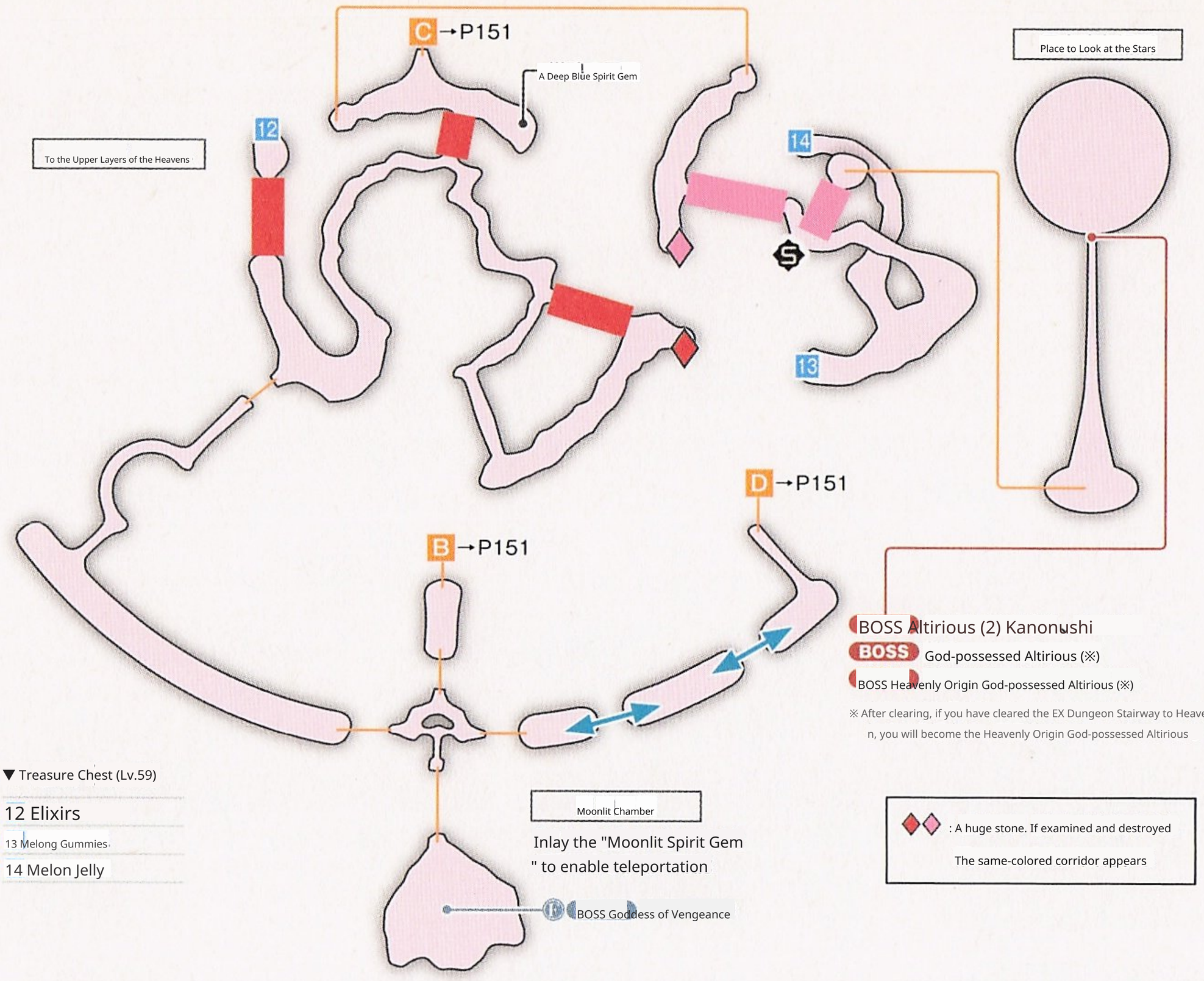
◆◆◆ Huge Stone. When examined and destroyed, a passage of the same color appears

1: After transferring once in the direction of the arrow, two-way travel becomes possible

▼ Appearing Enemies

▼ Treasure Chest (Lv.59~61)

- 13 Melong Gummies
- 4 Purification
- 5 Melong Gummies
- 16 Mithril Blade
- ■ Inof Bottle ∞
- 8 Helmut Schmidt
- 9 Soul Bottle
- 10 Evil Shadow Blade



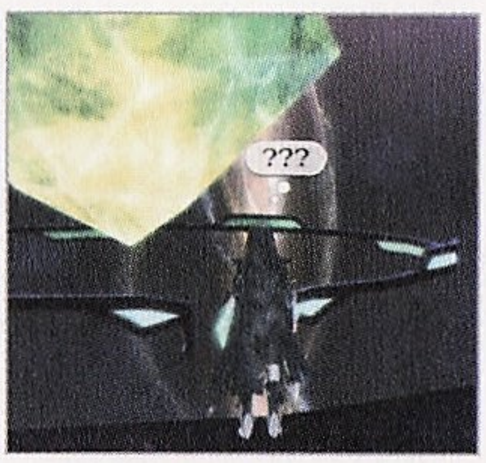
Main [65]

Unlock and proceed through the Transference Technique array and the bridge

In the 八頭竜 Kanonushi (Ya-tou-ryu Kanonushi), you will proceed through four areas: the Ground Ring → the Lower Heaven Ring → the Lower Heaven Ring, and the place where you can glimpse the stars in the Upper Heaven Ring, Upper Layer. In the Ground Ring, move in the order P150 map indicated → B → C using the Transference Technique array. The switch to operate the Transference Technique array is located away from the arrays, so please refer to the map.

In the Lower and Upper Layers of the Upper Heaven Ring, examine and destroy the giant stones to cause bridges of the same color as the stones to appear, allowing progress. In the Lower Layer, destroy the giant stones in the order green → yellow → blue to advance to the Upper Layer, and in the Upper Layer destroy the red and pink giant stones to reach the place that overlooks the final battlefield, the star.

When you examine this switch, the corresponding teleportation array will activate.

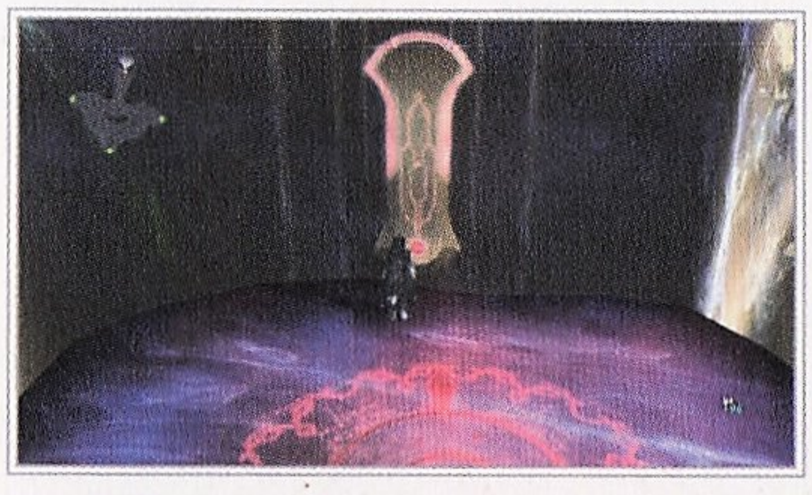


In the Ring of Heaven, by examining the giant stone, a bridge will appear in the sky.

Main 65

The third secret art is unlocked by defeating the boss

八頭竜 Kanonushi has a pedestal where you can channel a Spirit Orb to teleport to a location, where a powerful boss awaits. You can clear the main story without fighting, but if you defeat it you obtain a Magic Crystal. This allows each character to learn a new Break Soul, and enables use of the third secret art, so defeat all six.



Teleport to the boss location with the Transference Technique array. Near the pedestal where a Spirit Orb is inserted

Defeated Boss and Third Secret Technique Unlocked Character

Pos	Applicable Characters
A Sky Army	Issen
B Avenger of Crime	Rokurou
C Miracle Imitator	Eleanor

Boss	Applicable Characters
D Vessel of Illegality	Rifiset
E Harbinger of Death	Velvet
F Goddess of Vengeance	Magilou

④ Sky Army

The Sky Army attacks with “Bite” from the front and “Flank” from the sides. Both have wide attack ranges and are difficult to dodge, so guard against them. Also, when you have four or more Souls, they will use “Devour,” a 180-degree wide attack to the front. Quickly perform successive rear-around steps to dodge.

▼ Boss Data

Armies of the Sky P246

Lv. 65 HP 104,936 No weak points Fire/Water/Earth resistance

Note: Reduces damage of 1000 or more by 40%

B: Avenger of Crime

Since most of its attacks are frontal, aim to strike from the enemy’s sides or rear. If hit by Melee “Waste Break” at close range, you are vulnerable to follow-up rapid thrusts from “Asura Northern Wind” and “Asura Storm Dance.” “Asura Storm Dance” will be used when the foe has 5 Souls, so when the enemy’s Souls fill up, try to keep HP as full as possible, and if you are Velvet, avoid being rendered incapable by entering a fiendish state.

▼ Boss Data

Avenger of Crime P252

Lv.65 HP 99243 Weakness: Fire Resistance Earth

Notes: Stun time on enemies is 1.5x

C Miracle Imitator

The “Wild Nocar” that attacks with a pillar floating at the enemy’s flank can be avoided if you position yourself in the enemy’s front, so attack from the front. The tornado-causing “Raging Storm” moves horizontally, and the large bubbles emitted by the “Saint Bubble” three times should be avoided by retreating backward.

The enemy turns as its direction changes thus
When combining, step back once and then approach again.

▼ Boss Data

Imitatbr of Miracles P236

Lv. 65 HP 112,432 Weakness Earth Resistance Fire

Notes: Stun time reduced by 35%

① Vessel of Illicitness

“Face Cannon” and “Arm Laser” unleash powerful moves straight ahead. If you see the preparatory motion of bringing both arms together, dodging immediately is advised. Since the guard cannot block, the “Swing Kick” is also a frontal attack, so aim to strike from the enemy’s side or rear. ▼ Boss data

Vessel of Illicitness P254

Lv. 65 HP 68,888 No weak points Water resistance Wind

Notes: Reduces all damage by 45

E Harbinger of Death

There are many frontal attacks like “Charge” and “Right Swipe,” so attacking from the enemy’s side is best. The high-power “Charge” can be avoided even after the move name appears, but you will take hits from the multi-hit “Bubble Shot” while you’re staggering, so do not get close to the enemy’s rear. When HP drops to about 25%, powerful spells such as “Insubstantial” and “Gravity Storm” will be used, so accumulate BG and defeat them with a secret technique in one blow.

“Insubstantial” activated
Then rush away from the attack range.

▼ Boss Data

Grim Reaper’s Wound P242

Lv. 65 HP 90310 Weakness: None Resistances: None

Notes: While chanting, you gain steel skin up to 15 hits

Fury of the Goddess of Revenge

Attack the enemy by aiming for weak points from behind or from the side to deal damage. When the enemy’s HP drops to about 50%, they begin using “Gorgon Eye” and “Frenzy Gorgon,” which have petrification effects. The “Gorgon Eye” fired straight ahead hits in the horizontal direction, while the “Frenzy Gorgon” performs a wide, forward beam attack; quickly retreat to the rear to avoid it.

▼ Boss Data

Goddess of Revenge P254

Lv. 65 HP 102,414 Weakness Wind No resist — Earth

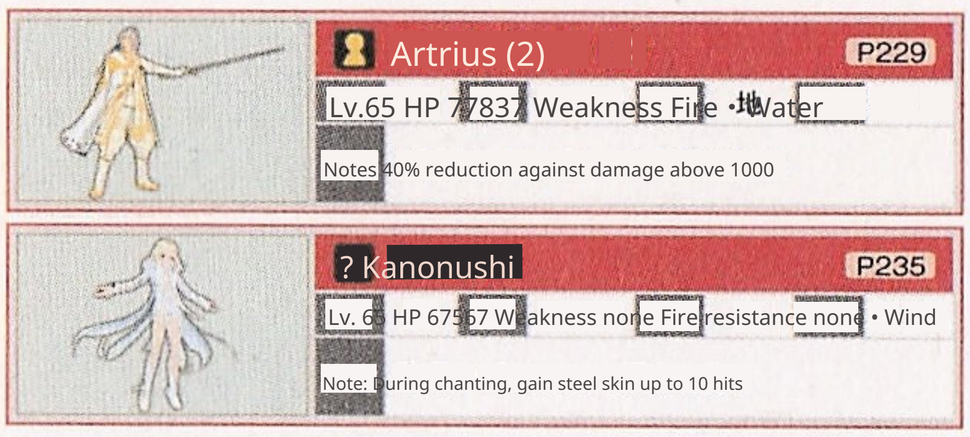
Notes: While casting, gain steel skin for up to 15 hits

Main 65

Prioritize defeating Canus

Altorius should face Canus and Altorius simultaneously. The multi-hit orb attack “Sinister Soul” is troublesome, so it’s best to defeat Canus first. If there are five souls, they will fire the multi-hit laser “Genocide Ray,” but if you dodge by escaping to the foot of Canus floating in the air with an Around Step. Also, Canus’s secret technique “Primary Killing” is powerful enough to surpass Altorius’s secret technique. If Life Bottles run out and you are incapacitated, revive by using Eleanor’s or Aizen’s healing spells while chaining. Altorius attacks forward with “Flame Burst” and “Scorching Wind.” After these attacks, there is an opening, so guard to block and then counter with a combo.

▼ Boss Data

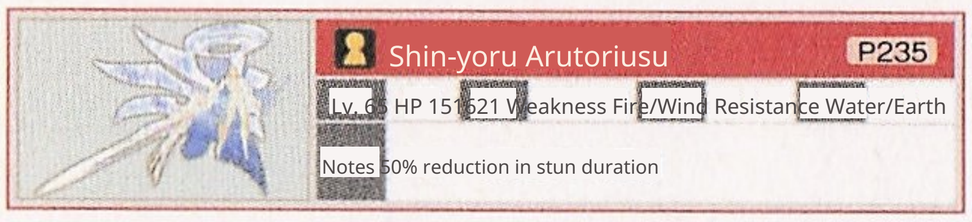


Main 65

Final Battle with Kami Artrius

After defeating Artrius and Kanooshi, you enter the latter-half battle with Kami Artrius. Kami Artrius also frequently attacks head-on, so strike from directly behind while allies are being targeted and look for openings after the enemy’s attacks. If Velvet, continue the pressure with the combo “Crimson Flame Blade” → “Flying Heaven Gallop” → “Involuntary Repulsion” for efficient damage through weakness combos. When the enemy’s HP drops to 50% or less, it will often unleash a forward three-slice slash called “Extreme Wind—Absolute Rage.” This attack has a wide range and cannot be dodged with a single evasive maneuver, so guard. Also, when Soul reaches 5, it uses “Void Peak—Phantom Strike,” which creates a mass of air in front. If hit, it will multi-hit, so move away until it disappears. If the secret technique “Secret Sword—Supreme Path Seal” is used, immediately recover and regroup.

▼ Boss Data



Main 65

Fought against Enhanced Tengen Kami Artrius

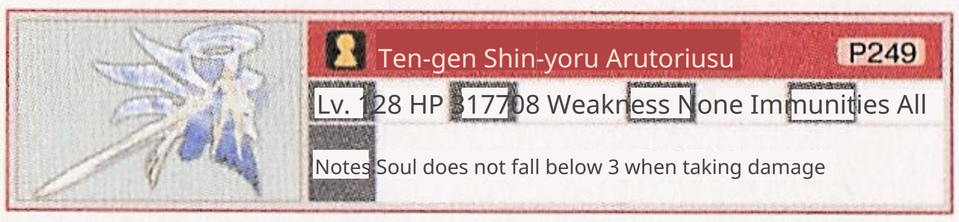
After clearing the main story, you can challenge the EX dungeon’s Stairway to Heaven. If you clear this data and challenge the final battle, after defeating Artrius (2) and Kanooshi, you will fight against Tengen Kami Artrius. The skills used are the same as Kami Artrius, but the stats are greatly enhanced, and it has resistance to the five windless elements. In the Stairway to Heaven, collect all six unnamed equipment and gather the strongest equipment by thorough strengthening before challenging. Also, since it frequently uses non-attribute attacks, you should also learn a skill that reduces non-attribute damage.

The weakness is only the race “Human,” so Velvet should equip the first combo with “Involuntary Repulsion” to increase damage. Also, if allies cluster in one place, they may be wiped out when the secret technique “Secret Sword: Supreme Rule” is used. Control the character by keeping distance from other party members, and when the enemy HP drops below 50%, it will start using “Void Peak—Heartbreak.” Once drawn in, attacks will follow, so avoid getting too close and guard immediately when activated. If an ally is knocked back by an attack, focus-fire.

If the controlled character is targeted, briefly retreat to the area where no allies are present and stall until your companions finish casting their spells.

Many of Kami Artrius’s attacks have wide range. To avoid total wipeouts, you may wait until the enemy targets the controlled character.

▼ Boss data



Sub event

Sub Event

Tales of Berseria
Perfect Guide

Sub Episode

Here, during the process of advancing the main storyline, we focu
s on explaining various sub-episodes that occur, particularly those
that trigger long dialogues or yield rewards.

To deepen understanding of the World and the Characters

As you progress through sub-episodes, long ch
ats may occur, items and trophies can be obtaine
d, and your understanding of the world and chara
cters will deepen. When you see the icon with the
"!" mark, talk to them.

Also, some sub-episodes that occur may appear i
n the event list, so be sure to press the button fr
om time to time to check. Some have limited clea
r periods, so the ideal is to clear them as soon as
they appear.

Sub-episode List

Number and Title	Overview	Description
SUB 01 “The World of Cats 1~3”	We release Nekonin from the Nekonin Box one by one. In the end, you are invited to Nekonin Village.	P157
SUB 02 “Swordsman Training 1~3”	When you stay at the inn, a long chat unfolds where Brockrow continues to train the sword.	P158
SUB 03 “Duel with Anti-Mage Arthur 1~4”	Several long chats reveal more about Arthur's past.	P158
SUB 04 “Velvet Cooking ①~③”	As you raise Velvet Cooking levels, various long chats will be triggered	P158
SUB 05 “Cooking Chats ①~⑥”	Long chats of various kinds will be triggered when a specific character prepares a specific dish	P159
SUB 06 ‘Doomsayer’s End ①～③”	An extended chat involving yokai, Velvet, and others occurs. As you progress through the main plot, it inevitably happens. Interaction with a traveling	P159
SUB 07 “Kame nishimizu ki ①~⑤”	merchant encountered along the journey, White Tortoise Ninja, during your travels. At the end, there is a boss battle in the village of Neko-nin.	P159
SUB 08 “Ship Dispatch ~ In Search of the Unknown Sea ①~⑥”	The story progresses as you discover areas through the exploration of strange seas. You will be able to reach Norumin Is	P160
SUB 09 land. “THE Confession ①~⑧” A sequ	ence of episodes where the party members confess in order at the cathedral.	P161
SUB 10 “Rokurou the Blood-Slicing Sword ①~④”	Hunt the Class A magical enforcers. In the process, Rokurou’s past will be revealed.	P162
SUB 11 “Raifisetto and the Ancient Remedy ① ~ ④”	Raifi-setto (Rifiset) becomes determined to create the Omega Elixir for his friend Liefe, who has become a friend.	P164
SUB 12 “Mysterious Arena ①~⑩0”	Challenge consecutive battles in the 10 Fourth-Class Management Zones. The arena familiar from the series	P166
SUB 13 「Izene's Journey I～II」	Episodes related to Eizen and Aifread, and the Aifread Pirates.	P166
SUB 14 Magilou's Menagerie Goes ①~⑧	Talk to impresarios in various locations to see comedy routines between Magilou and each party member.	P166
SUB 15 The Little Witch ①~③	Episodes revealing Magilou's origins.	P168
SUB 16 “True Name of the Sacred Slavery”	There is a long chat about the true name of Raffiset. It必然 occurs as you progress through the main episode	P168
SUB 17 “Bienfu” ・RIDE GO!①～④」	It occurs after obtaining a Rare Board. The event progresses by unlocking a certain number of Earth Spirit Trees	P168
SUB 18 Noru-sama Doll of Happiness ①～⑦	An episode related to Eisen and his sister. There are a total of 4 Noru-sama dolls to search for	P169
SUB 19 “休息 of Kurogane”	A long chat that occurs about Moana, Dayle, and Kurogane while spending time in Titania	P170
SUB 20 “Mother's Wishes ①～④”	An episode related to Moana and Medisa. Eleanor's past is also revealed	P170
SUB 21 “Gourmand of Steel”	Battle against an甲種 vigilance demon appearing at the Holy Sanctuary Palamides	P170
SUB 22 “Broken Saint Slave”	Battle against an甲種 vigilance demon appearing at the Karlaus Volcano	P171
SUB 23 “Eight Contaminations”	Before facing a top-level demon hunter, a long conversation with the Grimmoire o	P171
SUB 24 The Mail Shio Occupation	ccurs in Mail Shio. After the battle at Kiralaus Volcano, a status report is received i	P171
SUB 25 In Search of the Mysterious Pengyon	n Mail Shio from Blood-winged Butterfly. Must pursue the mystery of the Pengyon that speaks human language. Appearing are Jude and Mira from Tales of Xillia. An	P171
SUB 26 “Zabida’s Etiquette ①–⑤”	episode about Zabida and the dragon. A battle with Zabida and Shenron occurs.	P172
SUB 27 “Kurogane Raiding”	A long conversation occurs upon the completion of Rokkuro’s weapon “Kurogane Raiding.”	P173
SUB 28 “Seeking the Truth of the Past”	By traversing the geode and gazing upon the memory of the earth, the truth about Serika and Siries (Ceras) is revealed	P173
SUB 29 “Moana’s Treasure”	In Mailchiot, an episode where Moana opens the treasure chest prepared by Moana	P174
SUB 30 “Separated Future”	You will once again head to Cursed Land and fight a certain boss.	P174
SUB 31 “Relic of a Foreign Civilization”	The episode of Siegfried connected to Zivita (Zabida) held by Zabida	P174
SUB 32 “Freed Servants”	At the throne of the Saint, listen to the tales of the freed Saint from the exorcists	P174
SUB 33 “Right before the Invasion”	Before infiltrating the site of the final battle, conversations with party members occur	P174
SUB 34 “The Messenger of the End Appears!”	Continuing from SUB 25 “In Search of the Mysterious Pengyon,” you will fight Jude & Mira on Normin Island	P175
SUB 35 “Neko-nin, panicking!”	SUB 36 “Prologue to the Stairway to Heaven.” You can access the EX Dungeon once you can go to the E	
SUB 36 “Stairway to Heaven”	X dungeon.攻略 to reach the EX dungeon “Stairway to Heaven” after clearing the main episode,	p175
SUB 37 “Moment of Healing, Is It Coming!?”	SUB 36 “Stairway to Heaven”’s epilogue episode, featuring the series’ familiar hot spring event.	P175

SUB 01
“Neko-nin World”

Neko-nin World ①
Period Main 8
Location Titania
No conditions (certain to occur)
Chat S097 Weird Soul】
No reward

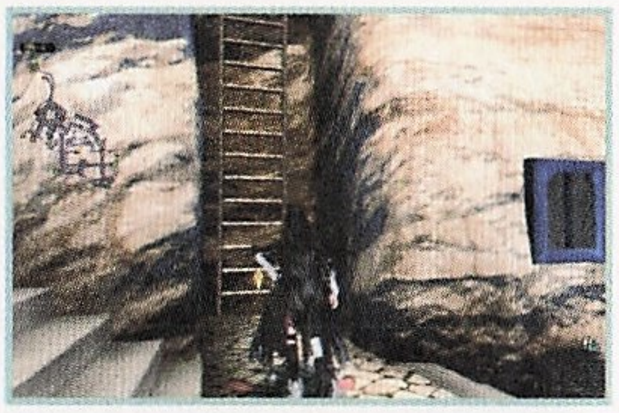
An event where Charis explains Nekosupi to Velvet, who is seeing Nekosupi for the first time. It occurs when aiming to escape from Titania, and from then on you will be able to collect Nekosupi. Nekosupi can be used for various purposes, so actively collect them.

Nekonin World II
Period Main 11
Location: Figal Snowfield
No conditions (certain to occur)
No chat
Reward: Ten-gallon Hat

There is an event that occurs when you encounter Nekonin for the first time. As you proceed from Figal Snowfield toward Helavisa, it will always trigger. From then on, by spending Nekosin, you will be able to unlock the Nekonin Box. After unlocking, mark the checkbox on the攻略 page's map.

Neko-nin World ③
Period Main 65 ～
Location —
Condition Open 38 Neko-nin Boxes
Chat S098【Discovery! Neko-nin Village】
No rewards

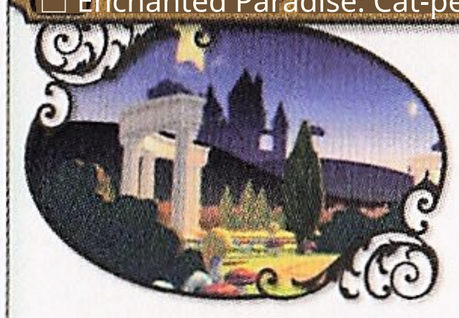
When you unlock the 38th Nekonin Box, you receive a “Neko-invite.” After obtaining it, talk to the Nekonin near the center of Tartun to go to Nekonin Village. From then on, you can directly travel to Nekonin Village with the “Inov Bottle.” There is an inn and higher-level shops, so visit to sell equipment you can’t carry and restock ingredients.

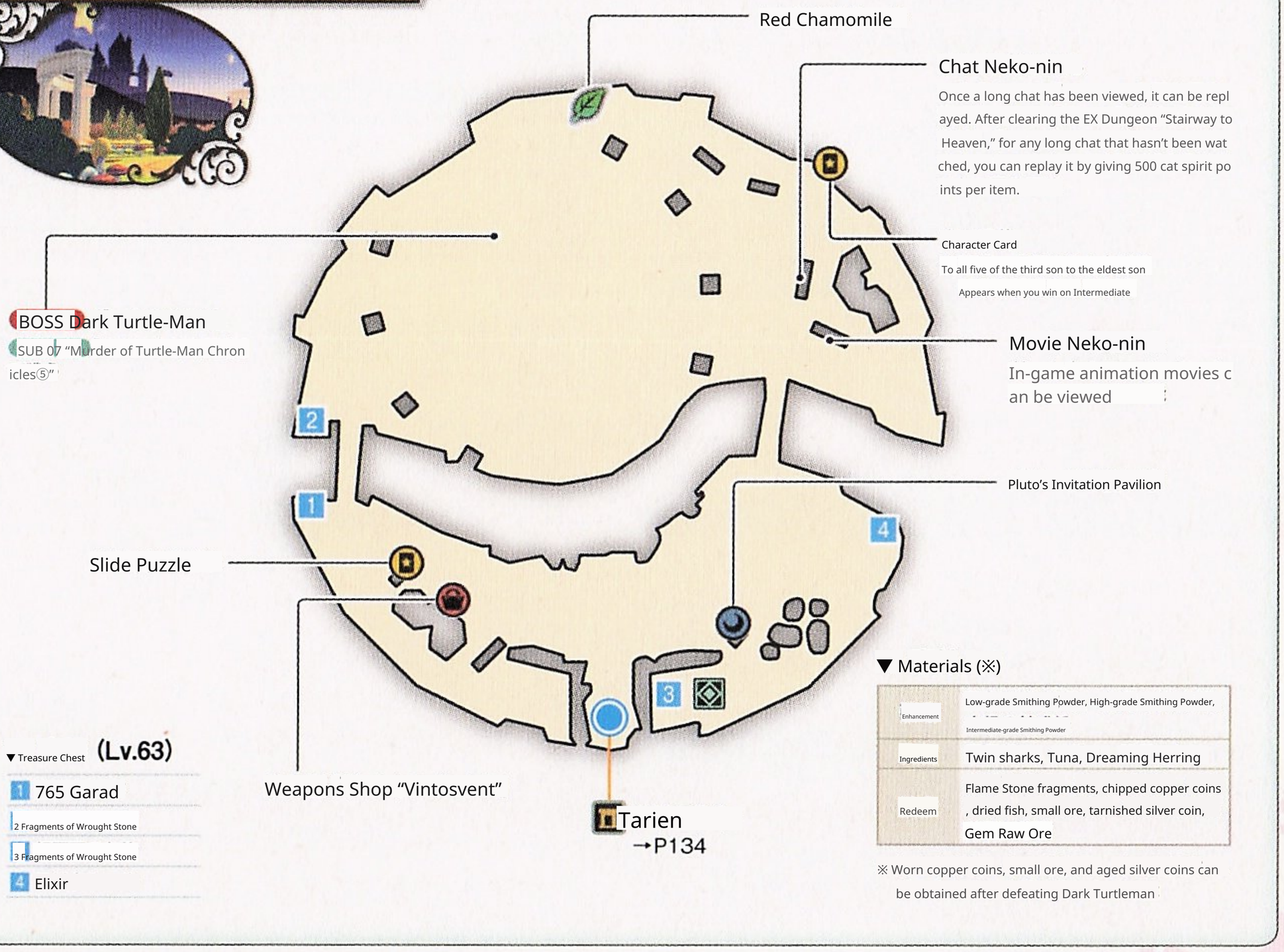


First, unlock the Ground Tree in Talieshin, then climb the ladder in the central hollow. After that, jump on the right heliaboard to meet Nekonin.

In Cat-people’s Village, when you chat with Cat-people, you can replay a long chat. When you speak to Mover-Cat-people, you can watch an animated movie.

□ Enchanted Paradise: Cat-people’s Village





▼ Treasure Chest (Lv.63)

1 765 Garad
2 Fragments of Wrought Stone
3 Fragments of Wrought Stone
4 Elixir

▼ Materials (※)

Enhancement	Low-grade Smithing Powder, High-grade Smithing Powder, Intermediate-grade Smithing Powder
Ingredients	Twin sharks, Tuna, Dreaming Herring
Redeem	Flame Stone fragments, chipped copper coins, dried fish, small ore, tarnished silver coin, Gem Raw Ore

※ Worn copper coins, small ore, and aged silver coins can be obtained after defeating Dark Turtleman

SUB 02

'Swordsman's Training'

Swordsman's Training 1

Period Main 12 ~ Main 14

Location: Heravisa Inn or Biarsley Inn

Condition Stay at the inn mentioned above

Chat S078 【Secret Training】

Reward Katashiro Jacket Off

Swordsman's Training 2

Period Main 28 ~ Main 49

Location Any town's inn

Condition Stay at the inn

Chat S079 【Unhuman Training】

No reward

Swordsman's Training 3

Period Main 60~Main 61

Location: Inn in any town

Condition: Stay at an inn

Chat SO80 [Unwavering Hesitation]

No reward

An event that occurs by staying at an inn during specific periods. Rokurou's figure, diligently training with his sword, is depicted through a long chat. There are events ① to ③, all with limited occurrence periods, so if you proceed with the main episode without seeing them, they will disappear. Be sure to watch them as soon as their timing arrives. Pay special attention not to miss ③, as its duration is particularly short. Note that ① to ③ are independent events and can be triggered even if you haven't seen events with other numbers.

SUB 03

"Demon Slayer Arthur"

Demon Slayer Arthur ①

Period Main 12 ~ Main 14

Location: Figal Snowfield

Condition: Investigate the flower of Principia

Chat SO63 [Rising Hatred]

No reward

対魔士アーサー②

Period Main 19 ~

Location: Rogres Inn

Condition: Examine the book on the inn table

Chat SO64 [Master of Arcturus] S065 [King Clodin]

No reward

Anti-Magus Arthur③

Period Main 44 ~

Location: Heravis Inn

Condition: After clearing "Anti-Magus Arthur②", examine the inn's bookshelves

Chat SO66 [Wish Beyond Reason] S067 [What is an Ideal...]

No reward

Anti-Mage Arthur ④

After clearing the main episode

Location: Normin Island

Conditions: Clear 'Exorcist Arthur ③' and SUB 08 'Ship Dispatch ~ Seeking Unknown Seas ⑤'.

Talk to Normin Hero after clearing the above.

Chat S068 [Former Head Exorcist] S069 [To Aball Again], S070 [Reason for Becoming a Guide]

No reward

An event where Artorius's past and his path as an Exorcist are recounted through a long chat. Note that events ② to ④ are continuous, but ① is independent and has a limited occurrence period. In ④, after talking to Normin Hero, talk to Normin Crimson to advance the event. After that, head to Aball and go to the grave in front of Velvet's house.

What awaits at the end of the event is the long chat at Avall, where it becomes clear that Altorius has become a mentor. In addition, Velvet shows a strong will toward the resolution.

SUB 04

『Velvet's Cooking』

Velvet's Cooking ①

Period: Main 12

Location: Beardsley

No conditions (certain to occur)

Chat S055 [Lost Taste]

Rewards Nutmeg, Uriboah's ribeye, Uriboah sausage recipe

Velvet's Cooking ②

Season Main 40 ~

/ Time —

Condition: Velvet's cooking level is 10 or higher

Chat S056 [What Celica Taught]

Reward: Velvet Jacket Off

Velvet's Cooking ③

Period Main 65~

Location —

Conditions SUB 29 In a state where you have cleared "Moana's Treasure," Velvet with a cooking level of 20 or higher crafts "Kurau Family Special Quiche."

Chat S057 【Special Quiche】

No rewards

Velvet, who has lost her sense of taste, reflects on memories with Serika through cooking

This event has Velvet look back on memories with Serika through cooking. Event ① always occurs in the main episode, but to trigger ② and ③, Velvet's cooking level must be raised to a certain threshold. In the early stages, assign Velvet as the cook on duty, and when you have surplus ingredients, cook consecutively to raise the level. Also, viewing ③ unlocks the trophy "Devourer of All."

SUB 05
“Cooking Chat”

Cuisine Chat 1/

Period Main 12

Location: Bi-asurei

No conditions (certain to occur)

Chat S104 【Heart and Sword】

No reward

Cuisine Chat ②

Period Main 26 ~

Location Bridget Gorge

No conditions (will occur anyway)

Chat S105 [Saint Dormitory Reading Guide]

No reward

Cooking Chat ③

Period Main 30 ~

Location —

Condition: Rokurou makes "Secret Miso Miso Oden"

Chat S106 【Danger if mixed】

No reward

Cooking Chat 4

Period Main 40 ~

Location —

Condition: Someone makes 'Klaue Family's Special Quiche'

Chat S109 [Does Everyone Dislike Spinach?]

Reward: None

Cooking Chat 5

Period Main 42 ~

Location —

Condition: Eisen makes 'Dwarf Surprise Hamburger'

Chat S107 [Reaper's Disliked Dish]

No reward

Cooking Chat 6

Period Main 42 ~

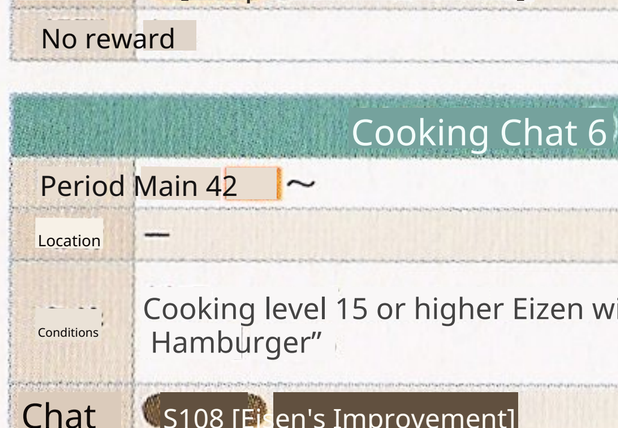
Location —

Conditions Cooking level 15 or higher Eizen will make “Dwarf Surprise Hamburger”

Chat S108 [Eizen's Improvement]

No reward

As the event name suggests, a variety of cooking-related long chat discussions will occur. Both ① and ② are guaranteed to occur, but other events are triggered when certain characters make specific dishes. For ③ and ④, you can obtain the recipes after clearing, so triggering them at this timing will be in the second playthrough or later.



⑥ will not occur unless Eizen’s cooking level is raised to 15 or higher. SUB 04 “Velvet’s Cooking” also involves food Let’s level up when there is spare material.

SUB 06
Dark Taint's End

Dark Taint's End ①

Period Main 13

Location Fígal Snowfield

No conditions (certain to occur)

Chat SO91 【Return to a Human...】

No reward

Dark Taint's End ②

Season <original>メイン 30</original>

/ Time Farg Forest

Conditions No conditions (will occur anyway)

Chat S092 [Identity of Velvet]

No reward

End of Demon Cult ③

Timing Main 38

Location Titania

No conditions (certain to occur)

Chat S093 [Power of the Therion]

No reward

This event, through three long chats, reveals the ultimate fate of Daemons, Velvet's abilities, and the true nature of the Therion. Starting from the question of why only the Daemons Velvet killed returned to human form, unlike those Rokurou killed, it delves into the great mission the Therion bears. Although it's a sub-episode, because its content relates to the core of the story, it is set to always occur within the main episode.

SUB 07
"Kame's Journal"

Kame-ni Disaster Chronicle 1

Period Main 16

Location: Western Laban Cave

No conditions (certain to occur)

Chat S001 【White Kamenin Appears】、<original>SO07【ホワイトかめに</original> vs Velvet

No reward

Kame-ni Disaster Chronicle 2

<original>時期 メイン 25

場所 イボルク遺跡

条件なし(必ず発生)</original>

<original>チャットS003 【ホワイトかめにVSマギルゥ】

報酬 なし</original>

<original>かめに始末記③</original>

<original>時期 メイン 38

場所 タイタニア

条件なし(必ず発生)</original>

Chat <original>S004 【ホワイトかめにんVSエレノア】</original>

No reward

<original>かめにん始末記④</original>	
Timing	Main 65 ～
Location	Gaibrook Ice Land
Conditions	<original>SUB 18)「幸せのノル様人形⑦』をクリアした状態でホワイトかめにんに近付く</original>
Chat	S005 【White Turtle Man vs Raifiset】
No reward	

Ending Chronicle of the Turtle⑤	
Period	Main 65~
Location	The Throne of the Holy Lord
e Tur	Talk to Turtle Man after clearing conditions for “Ending Chronicle of the Turtle Man④” and SUB 01 “Cat Man’s World ③”
No chat	
Rewards	Cheaper Magic Steel Crystal, Hugging Sophie

The event depicts White Turtleman, who runs a shop, bargaining battles with Velvet and the party members. Up to step ③, it will occur inevitably as you progress through the main episode. In the final step ⑤, after speaking with the Saint King on the throne, if you approach the Turtleman in the Cat Village, you will face a battle with Dark Turtleman. Dark Turtleman is a swift and high-attacking formidable foe, so after completing the main episode, be sure to sufficiently strengthen your party members before challenging it.

Dark Kameni-nin possesses three hidden arts, and when HP falls to 75% or below, he begins to use "The Fatal Showdown Sword." If you use an item, a counterattack with the line "Don’t use items" will be triggered. When "Don’t use items" is activated, all gummies other than Melon Gummies are stolen, and Dark Kameni-nin’s HP recovers by 25%. Furthermore, if this secret technique is activated once more, all consumable items, including valuable medicines, will be stolen. Also, if you run out of items, the secret technique will transform into "Item usage exhausted," and in that case Dark Kameni-nin’s HP will not recover. If Dark Kameni-nin cannot move, these skills will not trigger, so you should exploit its weak point to stun with "Water Serpent Burial" or "Four Burial Illusion" and attack, aiming for stun.

Use recovery items while Berseria is active is recommended.

To obtain the trophy, you need either the secret technique "Don’t use items" or "Item usage exhausted" and to view "The Fatal Showdown Sword."

▼ Boss Data

Dark Kameni-nin	P246
Lv.	88 HP 33410 Weakness Fire/Water resistance Stun time
Notes	e against the enemy is 1.5x

SUB 08

Ship Dispatch ~In Search of the Unknown Sea

Ship Dispatch ~In Search of the Unknown Sea ①	
Period	Main 18
Location	Zaxon Port
No conditions (certain to occur)	
Chat S099 【Begin Exploration of the Different Sea!】, MO31 【What are the findings of the Exploration?】	
No rewards	

Ship Dispatch ~In Search of the Unknown Sea ②	
Period	Main 30 ～
Location	—
Conditions: Have discovered five or more areas in the Dim Sea Exploration. Chat S100 [Aiming for map completion]	
No reward	

Ship Dispatch ~ In Search of the Unknown Sea ③	
Period	Main 40 ～
Location	—
Conditions: Have discovered ten or more areas in the Dim Sea Exploration. Chat S101 [Dim Sea Exploration Going Smooth!]	
No reward	

Ship Dispatch ~ In Search of the Unknown Sea	
Timing	④ Main 65~
Location	—
Condition: Have discovered 15 or more areas in the Strange Sea exploration	
Chat S102 【“Isle of Fear” discovery!?】	
Reward: Sightings of the Isle of Fear	

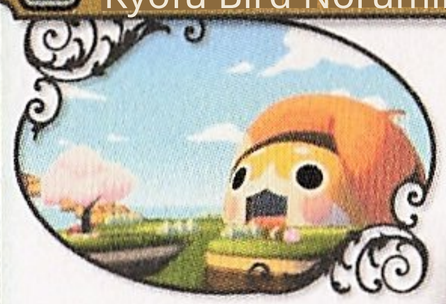
Ship Expedition ~ In Search of the Unknown Sea ⑤ (To the Island of Terror)	
Period	Main 65~
Location	Izult
Conditions	Talk to the pirate after clearing "Ship Dispatch ~ In Search of the Unknown Sea ④".
No chat	
No rewards	

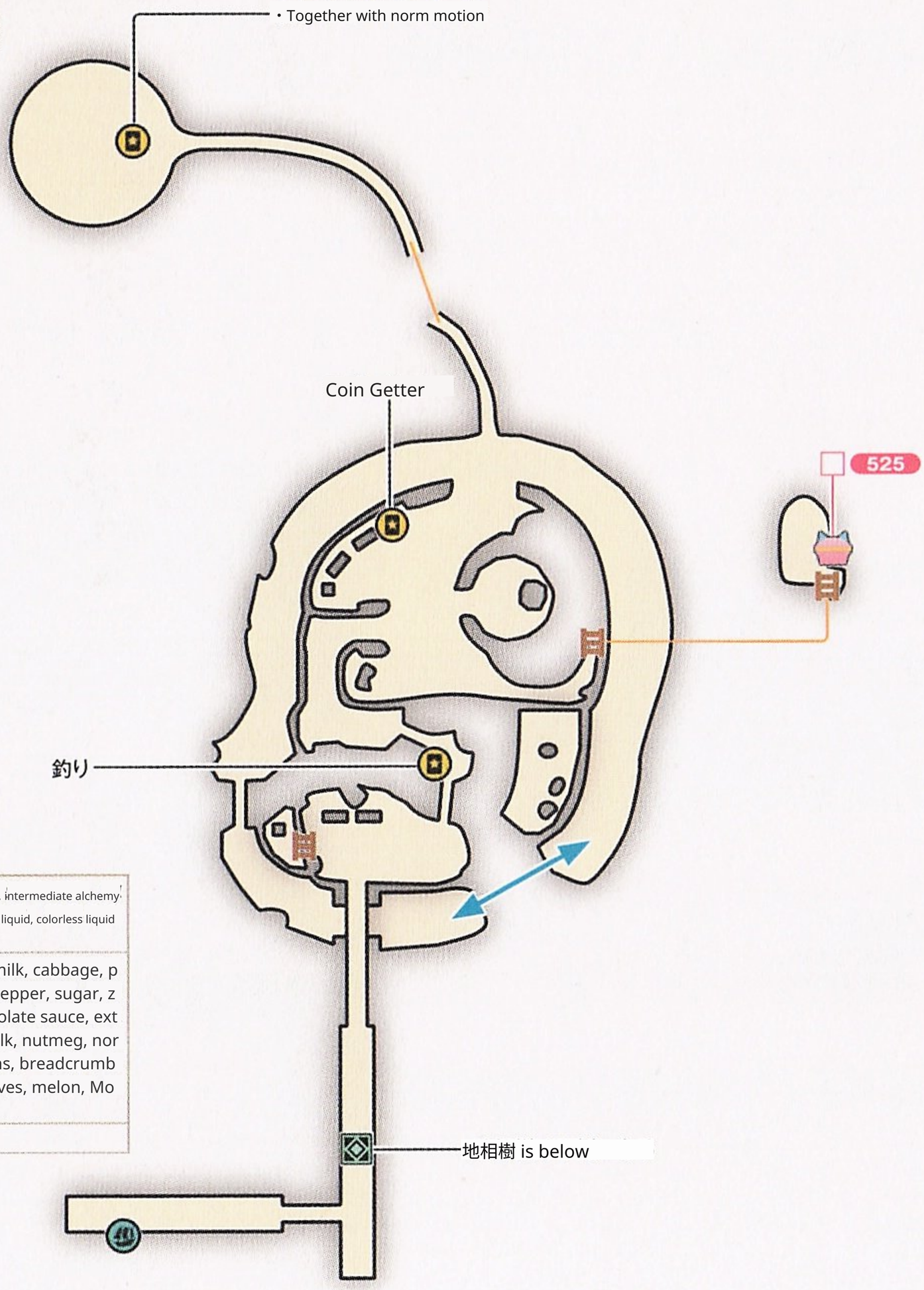
Ship Dispatch ~ In Pursuit of the Unknown Sea ⑥	
Period	Main 65~
Location	—
Conditions	Has discovered all areas (20 locations) in the Oceanic Exploration, and has visited Normin Island
Chat S103 【World Map Complete!】	
No reward	

In an event that depicts Raffiset filling in the world map, a long chat will be triggered when a certain number of areas are discovered through the探索 of異海. If you have discovered 15 or more areas after Main 65, after the long chat occurs you will obtain the rare item “Eyewitness Report of the Island of Terror,” so talk to the pirate at Izult Port.

Let's set it up. After the conversation, speak to the pirate again to move to Nornin Island, and from then on you will be able to travel directly to Nornin Island by ship or with the “Inov Bottle.” On Nornin Island, you can enjoy three types of mini-games, and you can collect ingredients for the “Extra Rich Soft Ice Cream,” namely “Extra Rich Premium Milk” and “Chocolate Sauce.”

Kyofu Bird Norumin Island





▼ Treasure Points

Enhancement	Lower-grade alchemy powder, intermediate alchemy powder, 微香 liquid, fragrant liquid, colorless liquid
Ingredients	Morning squeezed milk, cabbage, phantom bird eggs, pepper, sugar, zucchini, celery, chocolate sauce, extra thick premium milk, nutmeg, normin gin, vanilla beans, breadcrumbs, spinach, garlic chives, melon, Mo Fumofumi milk
Refined gemstone ore	

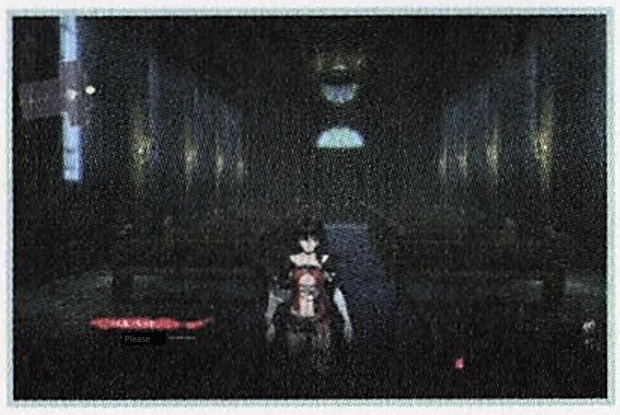
SUB 09
'THE・SANGE"'

THE・SANGE ①～8

Period	① Main 19 ～	② Main 22 ～	③Main 341 ～
	④ Main 42 ～	⑤ Main 42 ～	⑥ Main 60 ～
	⑦ Main 65 ～	⑧ Main 65 ～	
Location	①～⑦ are chapels other than Mail Shio, ⑧ is Mail Shio's chapel.		
Condition: Talk to the priest.			
No chat			
No reward			

An event where party members confess to the priest at the chapel and perform penance. Proceed in order from ① to ⑧. Note that the last step ⑧ is limited to occurring at Mail Shio's chapel.

There are no rewards, but you can catch a glimpse of an unexpected side of a party member. This is not a long chat, so be aware that it cannot be replayed later.



In the final event, Velvet's thoughts are spoken aloud on the verge of the ultimate battle. Supported by the thoughts of her companions, Velvet quietly offers a prayer.

SUB 10

Rocroew Slash Demon Sword

Rocroew Slash Demon Sword①	
Period	Main 20
Location	Daana Way
Danar S	Receiving a request from the Blood Winged Butterfly for the “Search for the Missing,” proceed toward the treet Road towards Langetsu Lake
Chat S012 [Found something intimidating!] SO13 [Langetsu Clan] Reward: Master Ice Crystal	

During the battle with the Type A Security-Danger Demon, an event reveals the secrets of the Langetsu tribe from Rocro, and the enemies will appear on the map as you progress the dialogue events. Orc Kong has a wide attack range on the left side when wielding an axe, so approach from the right to initiate the attack.

When the enemy's soul reaches 4, it will unleash "The King's Majesty." It is threatening in power and range, and it also has the Guard Break effect, so keep your distance from the Orc King Kong and endure.

▼ Boss Data

Mother Orc Kong P234

Lv. 18 HP 18112 Weakness: Wind Resistance Fire • Water

Note: When HP is 32% or lower, adds +30% Attack Power

Rokurou Slashing Demon Sword II	
Period	Main: 42 ~
Location: Lenide	
Condition: Approach point ① Chat SO14 [Assassination] Reward: Instant Defense Demon Wind Crystal	

In Lenide, by hearing rumors of the demon, Serket appears in the Eastern Rabaan Cave. If you take severe poison, Serket’s magical defense rises, so prepare with equipment and skills against severe poison before challenging. Increasing Water resistance will also reduce the damage you take. If you do get poisoned, attack with a special technique or ultimate.

The east Laban Caverns accessible from the Brunarq Plateau is not visited in the main episode. Be sure not to forget to collect treasure chests and open the Neko-Nin Boxes.

▼ Boss Data

Q: Serket P245

Lv. 36 HP 4052 Weakness: Plainly none; Resistances: Water

Note: When enemies are turned into poisonous gas, magic defense increases by +30%

Rocroew Slash Demon Sword③	
Period	Main 46 ~
Inn at Kadnix Port	
Condition: After clearing "Rokurou Cutting Demon Sword II," talk to the experienced pirate at the tavern	
Chat SO15 [Rangetsu's Sword]	
Reward: Armament's Demon Alloy Crystal Seven	

When you listen to the talk of a skilled pirate, Vortigan is...

The slot appears. The Lance Slot has a low probability, but it possesses the ability to defeat a stunned opponent in one blow. To avoid being hit by attacks with stun effects such as “Thrust Up” and “Flashing Split Wave,” approach from the right and aim for a combo on the weak point. When HP drops below 50%, the Spirit Demon Sword is used, which is a long-range attack, so be careful and fight accordingly.

Movement is slow and attack range is almost only forward, but defense and magical defense are high, so it tends to be a long battle. I’ll dodge with the Around Step and strike back reliably.

▼ Boss Data

Lancelot P262

Lv. 61 HP 54942 Weakness: Water none, Fire, Earth. Note: Defeats the stunned enemy in one hit with 2% chance.

Rokurou Slashing Demon Sword IV	
Period	Main 65 ~
Location: Rogue’s Tavern	
Conditions	After clearing Rokurou Slashing Demon Sword III, talk to Tabasa who is in the tavern.
No chat	
Rewards: Armored Demon Steel Crystal VIII, Rokurou - Standard Variant	

When you talk to Tabatha at the Rogress tavern, a mysterious demon Ryumajin who uses Renge-Tsu-ryu sword technique on the Saint Lord’s seat appears, and its true identity is revealed after defeat. Ryumajin’s attacks are powerful, with many having earth attribute and stun effects. While equipping earth-attribute resistances and stun countermeasures, regularly recover HP during combat. Ryumajin has many immunities, but strike it with wind-attribute techniques to exploit its weak points and aim for combo breaks.

After defeating the Ryūjin, you head to the Rogue’s tavern to receive rewards and trophies. Additionally, Tabatha reveals the past of the Langezu tribe and the Blood-winged Butterfly.

▼ Boss Data

Ryū Majin P262

Lv. 67 HP 78244 Weakness Wind resistance none • water • earth

Notes: Stun time reduced by 35%

Subterranean Forbidden Path Tongan/Laban Cave

Brunark Plateau
→P103

▼ Treasure Chest (Lv.26)※

1 1750 Gard
22 Panacea Bottle
13 Life Bottles
4 Denore Bottles
15 Amulet of Death's Guardian
6 Floral Leaf

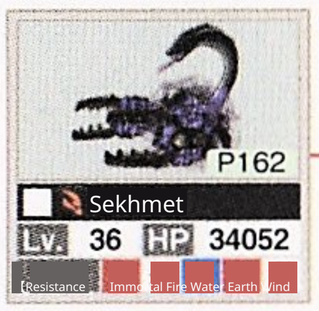
※3の宝箱のみLv.10

▼ Treasure Points

Enhancement	Fragment of augite, lower purity refine powder, lump of black and silver, fragrant liquid
Redeem	Pretty seashell, small ore, Hirasaki herb
Fishing bait	Emperor ant
Others	TL Coin

Note: Fishing bait can only be obtained after reaching the main story chapter 40

: Burning Vines



P162
Sekhmet
Lv. 36 HP 34052
[Resistance] Immortal Fire Water Earth Wind

※SUB 10 Appears with "Kokurou Slash Demon Sword ②"

Chamomile

135

▼ Appearing enemies

P232
Wet Seed
Lv. 25 HP 4643
[Resistance] Fire Water Earth Wind

P234
Orb Weaver
Lv. 26 HP 5099
Immortal Water Earth Wind

P244
Scope Star
Lv. 25 HP 2972
No-Flame Water Region

SUB 11

"Lifeset and the Ancient Elixir"

Lifeset and the Ancient Elixir ① (History Researcher!?)	
Timing: Main 32 ～	
Location: Lenide	
Conditions	① Move close to the point
Chat	SO29 【Omega Elixir】 S030 【Rondaou's Void Dust Discovery】 S031 【"The Living One"】 Research No
Rewards	te: "Legacy of Ancient Civilizations", Recipes for Omega Elixir 1~2, Rondaou's Void Dust

Rifiset pursues the truth of the legendary elixir and deepens his bond with a boy named Reed in an event. When you receive the study book "The Heritage of Ancient Civilizations" from a child in Renid, deliver it to Reed. After that, go to the Kurogane Workshop deep in the Vesta Shaft and obtain the "Londa of Pure Dust," then return to Reed.

The events continuing from ② onward also involve receiving recipes from Libe, and the necessary Proceeding with the flow of going to search for materials.

Rifiset and the Ancient Secret Potion II	
Period	Main 44 ～
Location	Fígal Snowfield
Condition: After clearing "Rifiset and the Elixir of Antiquity ①," investigate ① point	
Chat	SO32 【Discovery of the Unicorn's Horn】 SO33 【Twelve-Year-Old Disease】 / SO35 【Twelve-Year-Old Disease (Late Ver.)】
Rewards	Unicorn Horn, Omega Elixir Recipe 3

The item that serves as a component for the Elixir, "Unicorn Horn," can be obtained by checking the treasure points on the path to the ladder to Helavisión's warehouse, located east of the Figar Snowfield. Once obtained, take it to Reeve in Lenid.

It is revealed that Reeve's illness is the same as Velvet's younger brother, Raffiset's illness.

The " Unicorn Horn" is at this point. It is easy to find if you exit the harbor warehouse of Heravisa and take the side road.

Lifeset and the Ancient Elixir ③-A/B	
Timing	Main 44 ~ Main 52 / Main 57 ~
Location	Gallis Lake Road East / Veiled Marshland
nt ①	After clearing "Lifeset and the Ancient Elixir ②", investigate poi Condition
Chat	S034 [Discovery of "Cloud Sheep Egg"] / SO36 [Discovery of "Cloud Sheep Egg"] (Latter half Ver.)
Reward: Cloud Sheep Egg	

③ The "Cloud Sheep Egg" required for progress changes its obtaining location depending on the progress of the main episode: until Main 52, it can be obtained at the eastern part of Lake Garis Road; from Main 57 onward, it is obtained in the Bailed Marsh. Acquiring it from either location and proceeding will not change the event content or the subsequent flow.

The event content is the same, but the long chat that appears varies depending on when you progress. On a second playthrough, it's better to proceed with the other pattern.

In the eastern part of the Galis Lake Trail, near where the medicinal herb "Camomile" grows, you can obtain it near the treasure chest containing "Back of Flayer" in the Bailead Marsh.

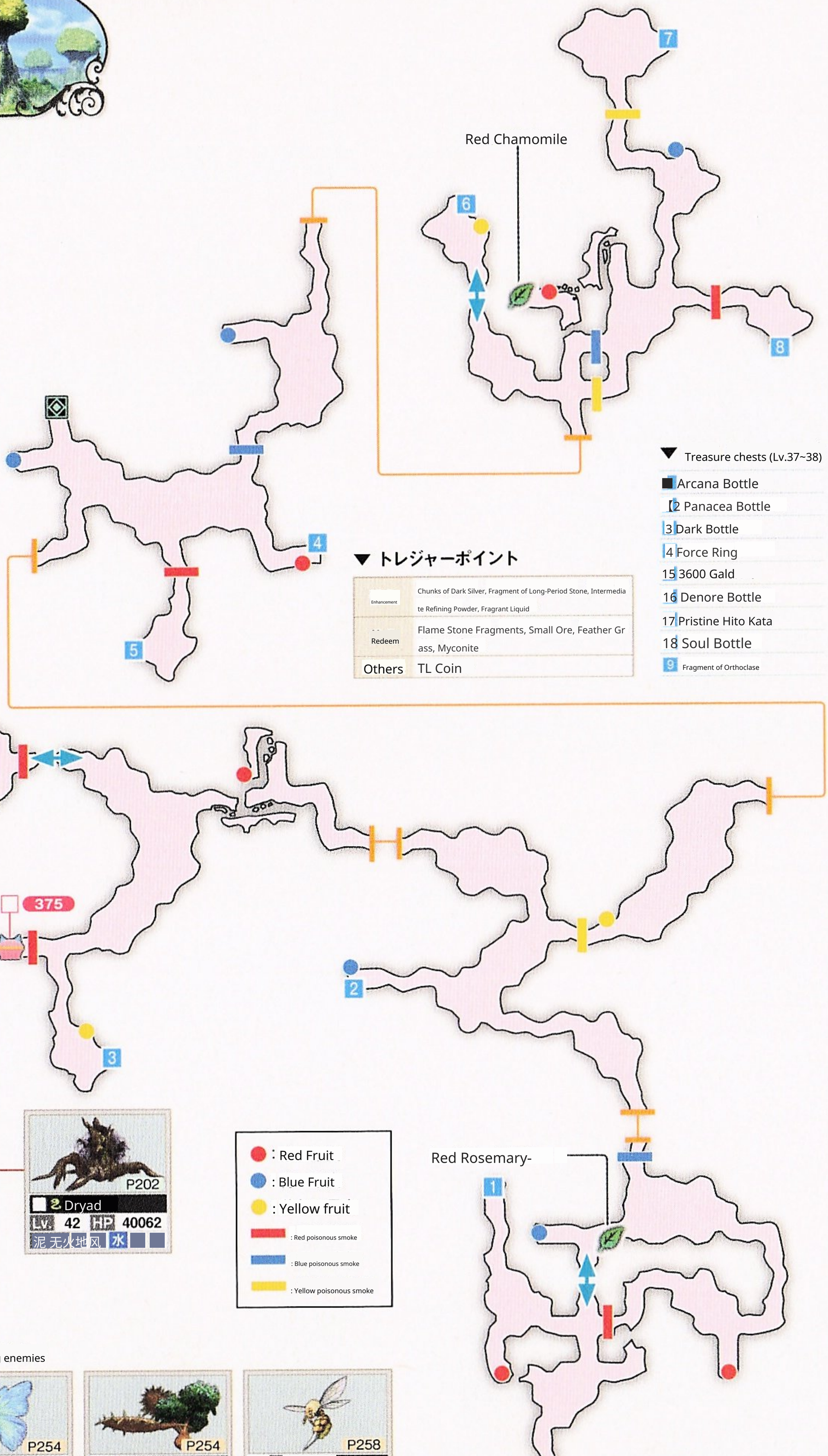
Rifiset and the Ancient Elixir ④	
Timing	Main 65 ～
Location	Renid
ve clea	Speak to Reeve's mother who is in front of the inn under the condition in which you had red "Rifisetto and the Ancient Elixir III"
Chat	S037 [Let's Find the Fourth Material] SO38 [That Demon Slayer Is...] S039 [Omega Elixir Completed]
Rewards: Omega Elixir Recipes 4–5, World Tree Leaf	

In this event, instead of Lib, whose condition has worsened, you will receive the recipe from his mother. Afterwards, when you head to the deepest part of the Davar Forest, a first-class anti-darkness knight will appear and initiate a dialogue event and a long chat. Here you can obtain the "Leaf of World Tree", and after that, you just need to return to Renide and hand it to Lieve's mother to advance the event, earning the trophy and completion.

The " Unicorn Horn" is at this point. It is easy to find if you exit the harbor warehouse of Heravisa and take the side road.

The three colored poisonous mists blocking the path in Davar Forest can be passed by eating the same color fruits.

妖霧湧くダヴァール森林



▼ Treasure chests (Lv.37~38)

- ■ Arcana Bottle
- 【2 Panacea Bottle
- 3 Dark Bottle
- 4 Force Ring
- 15 3600 Gald
- 16 Denore Bottle
- 17 Pristine Hito Kata
- 18 Soul Bottle
- 9 Fragment of Orthoclase

▼ トレジャーポイント

Enhancement	Chunks of Dark Silver, Fragment of Long-Period Stone, Intermediate Refining Powder, Fragrant Liquid
Redeem	Flame Stone Fragments, Small Ore, Feather Grass, Myconite
Others	TL Coin

: Red Fruit
: Blue Fruit
: Yellow fruit
: Red poisonous smoke
: Blue poisonous smoke
: Yellow poisonous smoke

▼ Appearing enemies

SUB 12

'Mystery Arena'

By talking to the pirates in a specific port, you can travel to the Fourth Type Administrative District by ship and enjoy the series' familiar arena battles. There are 10 Fourth Type Administrative Districts in total, and you receive items as rewards when you clear each district for the first time. Experience points are not gained, but you can still use this to collect gear dropped by Garrd and enemies. Even if you are wiped out, it will not be game over, so when a new Fourth Type Administrative District is unlocked, feel free to challenge it. For details, please refer to the explanation starting on page 176.

In the Fourth Type Control District, each contains one Catman Box. The amount of Cat Spirit required for unlocking is relatively large, but be sure to unlock them.

SUB 13

"Einzen's Journey"

Einzen's Journey ①	
Period	Main 37 ～
Location: Zexon Port	
Conditions: Talk to the veteran pirate	
Chat	S081 【Encounter with Aifreed】
No reward	

Aizen's Journey Part 2	
Period	Main 59 ～
Location: Lionel Island Pier	
Conditions: Go to the port	
Chat SO82 [In Memory, Dear Friend]	
Reward: Aizen, normal color variation	

An event that reveals the depth of the bond between Eizen and the Aifríð pirate clan. Since it ends with only dialogue events and long chats, be sure to watch it as soon as it becomes available.

Good. At the end of event ②, you can obtain Eisen's costume and "Our Style."

Moni Trophy "Our Style" can be acquired.

SUB 14

"Magilou's Menagerie on the Move"

Magilou's Menagerie on the Move ①	
Period	Main 37~
Location: Logres	
Conditions	① Approach the point
Chat	S021 [The Manzai Performance!]
No reward	

Magiru Illusionist Troupe Goes ②	
Timing	Main 37~
Location	Zaxon Port
Conditions	Talk to the Zexon Port Mogul when you have cleared 'Magiru Illusionist Troupe Goes ①'.
Chat	S022 [Partner Velvet]
Rewards	None

Magiru Illusionist Troupe Goes ③	
Timing	Main 44 ~
Location	Heravisa's Tavern
Conditions	Talk to the Showman in Heraviesa after clearing "Maggil's Circus Goes On 1"
Chat	S023 [Partner Raifiset]
Rewards	None

Maggil's Circus Goes On 4	
Season	Main 48 ~
/ Time	Tarien
Conditions	Talk to the Showman Tarieshin after clearing "Maggil's Circus Goes On 1"
Chat	SO25 [Partner Eleanor]
No rewards	

Magiru's Arcane Troupe on the Move ⑤	
Period	Main 65 ～
Location	Izurt
Conditions	"Clearing 'Magiluu the Artiste troupe travels①'" with Izurt performance Talk to the master
Chat	S024 【Partner Rokurou】
No reward	

Magiru奇術団がゆく⑥	
Timing	Main 65~
Location	Stoneberry
Conditions	After clearing "Magiru Magic Troupe Goes" Part 1, Stoneberry Talk to the Showman
Chat	SO26 [Partner Aizen]
No reward	

Magilou's Menagerie on the Move ⑦	
Period	Main 65 ～
Location	—
Conditions	Automatically triggered when all of "Magilou's Menagerie on the Move ①~⑥" are cleared.
Chat	S027 【Results Announcement】
No rewards	

An event featuring Magillu's struggle to challenge the popular Legures in Rogress with the "Magillu Comedy Troupe." From steps ① to ⑦, the event progresses through dialogue events and long chats only. When the time comes, simply talk to the impresario at the event location, so it's fine to progress this alongside the main episode. Note that steps ②–⑥ can be completed in any order. In the long chats, Magillu and party members perform a comedy act as the "Magillu Comedy Troupe," offering a glimpse of the members' surprising charm.

Magillu Comedy Troupe Goes ⑧

Timing: Main 65 ↓

Location: Logres

Condition: Speak to Barta after clearing “Magillu Comedy Troupe Goes ⑦”

Chat SO28 【Teacher and Student Happiness】

Reward: Consciousness-Stopping Magic Ice Crystal

After finishing ⑦, head to the Magillu Orchestra seat in Rogress to search for Magillu in the Zamarl Bell Cavern. Enter Zamarl Bell Cavern from Aldina Grassland and defeat the high-class Vigilant Demo n, a deppuritch. The deppuritch uses “Taunt” to su mmon the Flame Witch, and then... (text ends)

When there are five Ramu witches, Deeplicht becomes powerful

Using a technique. To解除 the enhancement link, Flame Witch should be defeated frequently. Also , to prevent enemy techniques from interrupting our attacks, for allied strategies, set them to: "Re duce the number of enemies" or "Don't let them use techniques."

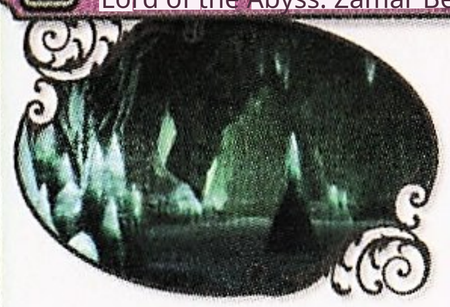
▼ Boss Data

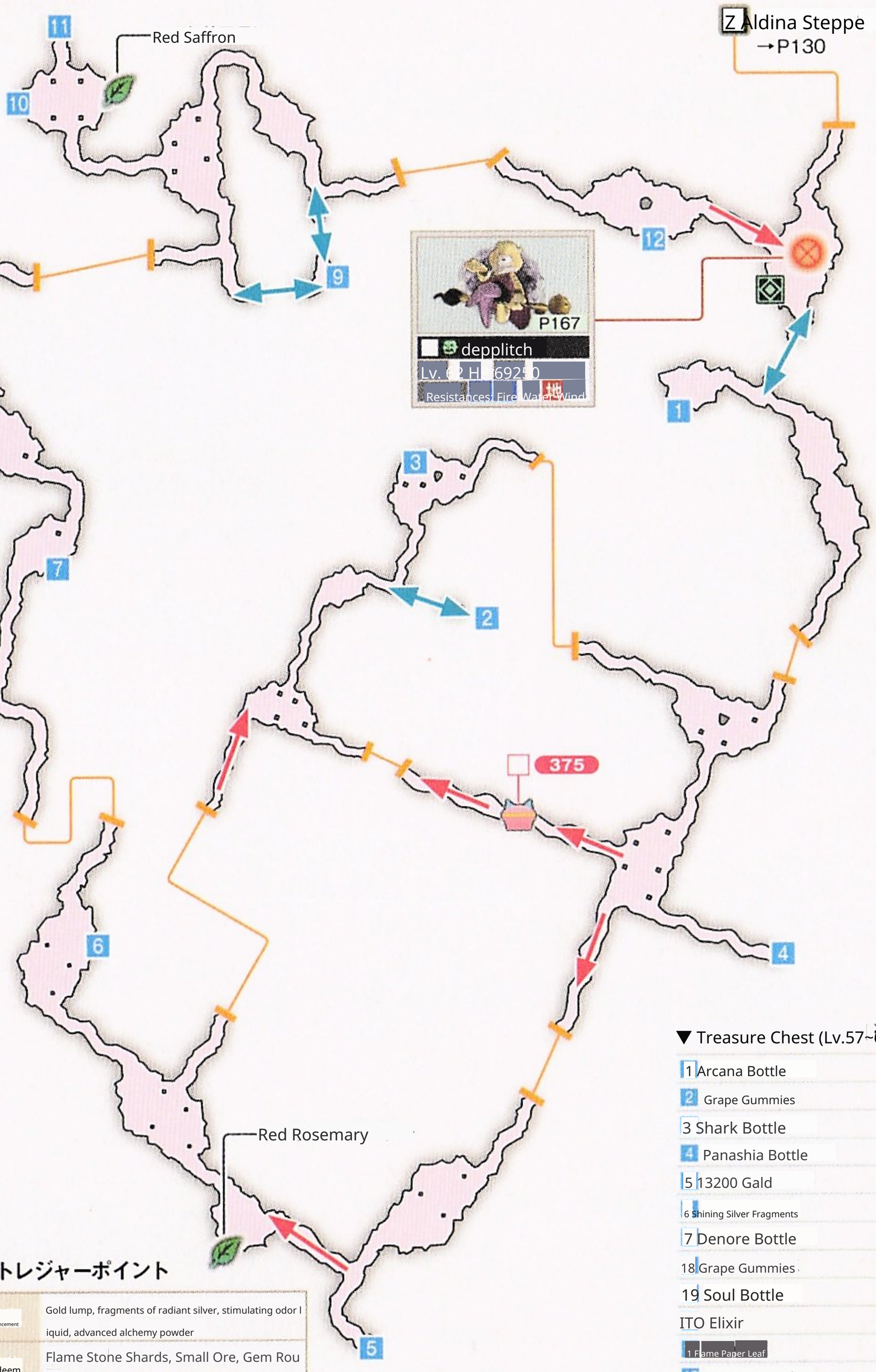
Mother Diptych P248

Lv. 62 HP 69,250 Weakness: Earth resistance none; Fire

Notes: Stun time reduced by 50%

Lord of the Abyss: Zamar Bell Cavern





▼ Appearing enemies

Exexecutor

Lv. 52 HP 16,753

耐性 None Fire Water Earth Elements

Ghoul

Lv. 57 HP 17,120

Resistances: None Fire Water Earth Wind

Hundred

LV 53 HP 12050

Resistances: None Fire Water Earth Wind

▼ トレジャーポイント

Enhancement	Gold lump, fragments of radiant silver, stimulating odor l iquid, advanced alchemy powder
Redeem	Flame Stone Shards, Small Ore, Gem Rou gh
Others	TL Coin

▼ Treasure Chest (Lv.57~61)

1 Arcana Bottle
2 Grape Gummies
3 Shark Bottle
4 Panashia Bottle
5 13200 Gald
6 Shining Silver Fragments
7 Denore Bottle
18 Grape Gummies
19 Soul Bottle
ITO Elixir
1 Flame Paper Leaf
12 10200 Garad

※ only Lv.61, others Lv.57

SUB 15

The Little Witch

Little Witch ①

Period	Main 37 ～
Location: Logres	
Conditions	SUB 14 “Magilou the Magician Troupe Goes Forth ①” Clear state and talk to an insider
No chat	
No reward	

Little Witch ②

Timing	Main 65 ～
Location	Stoneberry
Conditions	SUB 14 "Magilou's Circus of Trickery Travels ⑥" — Speak to the informant after clearing the section
No chat	
No reward	

Little Witch③

Period	Main 65 ～
Place: Mailshio Cathedral	
Condition: Speak to the Grimmoire after clearing "Little Witch ①~②".	
Chat S096【Witch's Location】	
Rewards: Magilluカラーリ用髪型, Magillu Normal Color Variation	

A mysterious event that reveals a fragment of Magillu's past. It is linked to the progress of SUB 14 "Magillu's Magical Troupe Goes Forth", and you need to advance both events to trigger it. Note that the event itself ends with dialogue or chat only.

As you progress through the event, the small witch Magirunika (Magirani?) is revealed. After watching to the final long chat, Magilloo's hair style and costume become obtainable.

SUB 16

The True Name of the Saint Slaves

The True Name of the Saint Slaves

Period	Main 42
Location: Dana Street	
No conditions (certain to occur)	
Chat S085【What is Rayfiset's true name?】	
Reward: Ryifiset Jacket Off	

The event where discussions about Lifset's true name take place. It is a side episode, but it has been designed to always occur as you progress through the main storyline. It becomes clear that the true name holds special significance for the holy slaves, and Viénhu's true name is also revealed. After the event ends, Lifset's costume is rewarded.

SUB 17

Bienfu Ride Go!

Bienfu Ride Go! ①

Period	Main 42
Location	Ardina Grassland
No conditions (will occur automatically)	
No chat	
Reward: Rare Board	

Bienfu Ride Go! ②

Period	Main: 42 ～
Location	—
Condition: Stand on a Rare Board for more than 3 seconds	
Chat S110【Refreshing! Rare Board】 N	
o rewards	

Event ① occurs as a mandatory event during the main arc. By unlocking the 地相樹 on each map, you can ride a rare board to move. In addition to making travel on that map more comfortable, you can also collect items from treasure chests located in places only reachable by rare boards, so prioritize unlocking the地相樹.

When you move by riding the rare board, a Long Chat event will occur in event ②. While the line expresses exhilaration, Bienfu feels fatigue.

Bienfu RIDE GO! 3

Season	Main 65 ～
/ Time	—
Condition: You have liberated 25 locations of the	
Chi-Tree; Chat S111【The Power Under the Board!?】	
No reward	

Bienfu ・RIDE GO!④

After clearing the main episode	
Location	—
Condition: Unlock all地相樹	
Chat S112【Viva! Bienfu!!】	
No rewards	

Progress of the event proceeds as you liberate the Earth-Sign Trees, leading to new long conversations. Ultimately, all Earth-Sign Trees must be liberated, so the condition labeled ④ can be satisfied only after clearing the main storyline.

Unlock all Geomantic Trees and celebrate your achievements in Vienfuh. There are a total of 49 Geomantic Trees that must be released, and you can confirm the release locations on the World Map icons.

“Happy Lord Nor Doll”

Happy Lord Nor Doll ①

Period Main 43

Location: Dana Street

No conditions (certain to occur)

Chat S071 [Letter of Anger]

No reward

Happy Lord Nor Doll ②

Period Main 44 ～

Location: Kadonics Port

Condition: Examine the Black Nor Doll

Chat S072 【Nor Doll】

Reward: Black Nor Doll

Happy Nor Doll ③

Period Main 44 ～

Location: Folders ruins

Condition: Examine the Red Nor Doll

Chat S073 【Fiery! Anger Letter】

Reward: Red Nor Doll

Happy Nor Doll ④

Timing Main 59 ～

Location Haria

Condition: Examine the Green Noru-sama Doll

Chat S074 【Unreachable Reply】

Reward: Green Noru-sama Doll

The Doll of Noru-sama of Happiness ⑤

Timing Main 65 ～

Location: Stoneberry

Condition: Examine the Green Noru-sama Doll

Chat S075 【Super! Wrathful Threat Letter】

Reward: Green Noru-sama Doll, Threat Letter to Eisern

To break the death curse placed on Eisern, you embark on a quest to find the “Noru-sama Doll,” said to bring happiness. Step ① occurs as part of advancing the main episode, while Steps ② to ④ can be completed in any order. Also, the long dialogue that occurs is determined by the order in which you discover the “Noru-sama Poise/Appearance.” For each doll’s location, refer to the photos below.

“Noru-sama Doll” Acquisition Location

Cadonix Port

Forldis Ruins

Haria

Stoneberry

Happy Lord Nor Doll ⑥ (Duel! Eisen VS ..... ?)

Period Main 65～

Location Titania

Condition: Progress through the main gate port with “Happy Lord Nor Doll ①~⑤” cleared

Chat S076 [Titania Landing] E031 [Ecology of the Normin Tribe]

Rewards: Phoenix Ice Crystal, Normin anytime

Happy Lord Nor Doll ⑦

Timing Main 65~

Location Daana Way

Condition With “Happy Lord Nor Doll ⑥” cleared, talk to White Turtle Mandition

Chat S077 【To Big Brother】

Reward: Reply from Edna

When you reach step ⑤ and receive the “Threat Letter to Eisern”, you will approach Taitania's rear gate port and enter a battle with Phoenix. The Phoenix is level 100, fast-moving, small in size, and tough to hit. Strengthen your party sufficiently before challenging it. Also, if you can slow Phoenix down, you will be able to land attacks more easily and gain an advantage in the battle.Regarding Phoenix, you should form a combo using only Earth-attribute spells to reliably deal damage. Note that if Phoenix is not under any status ailment and HP drops to 0, it may resurrect with the secret技 “Like a Phoenix.” So before delivering the final blow, try to inflict a status ailment. However, if you are aiming for the trophy, you should be aware of “Like a Phoenix” (i.e., be prepared).

If you are aiming for the trophy, it’s a good idea to quick-save here in case the “Like a Phoenix” does not trigger.

Powerful and capable of stunning “Kha!” or “Stomping” are techniques to avoid with Around Step as soon as the skill activates

▼ Boss Data

? Fenris P254

Lv. 100 HP 128520 Weakness: Ground Resist Fire/Wind

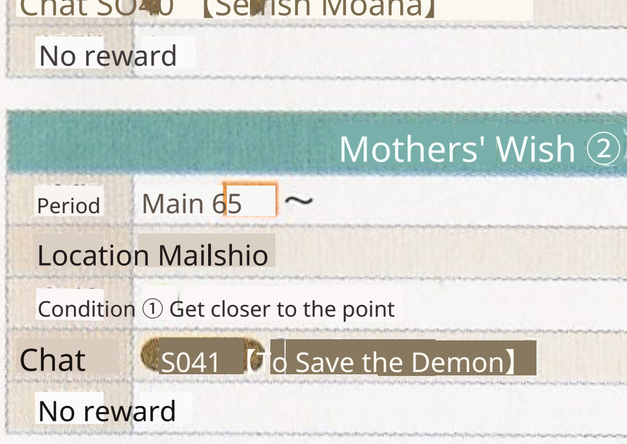
Remarks: 1% chance to defeat a stunned enemy in one hit

SUB 19

"Kurogane's Rest"

Kurogane's Rest	
Period	Main 46 ～
Location: Titania	
Conditions	Talk to Moana on the 1st floor or Dyle at the Main Gate Port. E032 [Dyle's Shedding] E033 [Dyle's Tail - Part 1 Chat], S114 [Kurogane's Rest]
No reward	

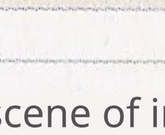
This event depicts the heartwarming scene of innocent Moana, Dyle being led around by her, and Kurogane. After talking to Moana, talk to Dyle at the Main Gate Port, and then talk to Dyle again at the Back Gate Port, which will trigger a long chat with Kurogane on the 1st floor.



The final long chat only occurs when Kurogane stays in the Mailshio Temple at Main 61; after that it will no longer occur. Be sure to watch it before then.

SUB 20

“Mothers' Wishes”



Mothers' Wish ①	
Period	Main 49
Location Titania	
No conditions (certain to occur)	
Chat S040 【Selfish Moana】	
No reward	

Mothers' Wish ②	
Period	Main 65 ～
Location Mailshio	
Condition ① Get closer to the point	
Chat	S041 【To Save the Demon】
No reward	

Mother's Wish 3 (Save Moana!)	
Period	Main 65 ～
Location Mailshio	
Condition: Approach Medisa	
Chat	SO42 [Rafiset's Unease]
No reward	

Mother's Wish 4	
Period	Main 65 ～
Location: Izult	
Condition: Approach the Exit	
Chat	SO43 [Farewell to Mother], SO44 [Believe in Her]、S045 Moana Rampage SO46 Eleanor’s Answer
Rewards	Overlapping Fire Demon Crystal, Mother’s Medicine, Eleanor Calvary Used hairstyle, Eleanor - standard color variation

Concerning the past of Moana, Medisa, and Eleanor...

...an event related to the past of Moana, Medisa, and Eleanor. Events ③ and ④ are consecutive events,

During this progression, the areas where you can move are greatly restricted. The Boss Troll, a Type A Alert Demon, fought in ④, has high attack power and a wide attack range. Since it often attacks by swinging down the club in its right hand, it's easier to evade if you move to the enemy's left side. Its 'Rampage' also has a guard break effect, but if you dodge it, it becomes a great chance to unleash a combo.

Since it has multiple weaknesses in both race and attribute, it's easy to aim for weakness combos. When the enemy enters an attack motion, immediately stop your combo and prepare to evade.

▼ Boss Data

- Bosstrall	P258
Lv. 64 HP 102837 Weakness: Immersed Water Resistance Fire, Earth, Wind	
Note: Reduces damage over 1000 by 50%	

SUB 21

“Gourmand Monster”

Gluttony Demon	
Period	Main 59 ～
Location: Izulto’s Tavern	
Condition: Talk to the Information Broker	
Chat S083 [Cannibal Demon] S084 [Survival Instinct]	
Reward: Survival Instinct Demon Wind Crystal	

By talking to the information broker at Izulto’s Tavern, you can hear information about a ferocious demon at the Saint Temple Paradmis. Head from Haria to Saint Temple Paramidēs and defeat the first-class alert demon Gratonny. Gratonny can also consume the slimes that appear simultaneously to enhance and heal itself. At the start, set the plan to “Reduce the number of enemies,” and repeatedly defeat slimes. Once the numbers are reduced, have everyone attack Gratonny and use coordinated weak-spot attacks to defeat it in one blow, as slimes keep appearing.

Gluttony is at level 35 Its stats are not high, but when it is strengthened by eating slimes, it becomes an incredible attack power. Do not let your guard down while defeating slimes and attacking.

▼ Boss Data

Gluttony	P238
Lv. 35 HP 35828 Weakness: Earth Resistance none; Fire	
Note	Slime ×3 appear at the same time. All damage is : 20 reduced

SUB 22

“Broken Holy Slaver”

Broken Holy Slaver	
Period	Main 60 ～
Location: Heravisa Cathedral	
Condition: Approach the demon-slayer	
Chat S094 [Izan's Wrath] 、SO95 【Flame Burning in the Chest】	
Reward: Spirit-filled Ice Crystal	

Approaching the demon-slayer inside Heravisa Cathedral allows you to hear rumors about the Saintly Servants used in experiments, and the fourteenth ruin will spawn a Bull-Headed Great Demon of the highest grade警戒 in the Formdis ruins. The Bull-Headed Great Demon has resistances other than the weak wind attribute, so it’s good to set allied techniques to use only wind attribute in advance. Also, 50% of the damage dealt by skills gradually recovers. It’s important not to pause your attacks while aiming for the weak-point combo.

The Bull-Headed Great Demon will primarily attack with magic. Its chanting speed is fast, so you can safely fight by continuously assaulting. However, be wary of attacks with paralysis effects.

▼ Boss Data

Giant Elk King	P240
Lv. 55 HP 54652 Weakness Wind Resistance Except Wind	
Notes 50% of damage received is gradually recovered	

SUB 23

Eight Corruptions

Eight Corruptions	
Period	Main 63 ～
Location Mailshio	
Conditions Talk to the Grimoire	
Chat S089 【What is the quality of Corruption?】	
No reward	

After Main Story 63, if you talk to Grimoire in Meilshio, a long chat will occur. You can hear about the 8 properties of defilement necessary to fully awaken Kanonushi. Be sure to check this before heading to Kiralaus Volcano in the main episode.

Velvet, Moana, and others, the properties of defilement that each Therion possesses become clear, and the final property is also revealed. Grimoire to those who possess that defilement also begins to speak about them.

SUB 24

“Mail Shio Occupation”

Mailshio Occupation	
Period	Main 65 ~
Location	Meirushio
Condition	No conditions (will occur anyway)
No chat	
No reward	

After defeating Melkior, a demigod in the Kilrasuo Volcano, and returning to Meirushio, a sub-episode always occurs. When you approach Dayle, a conversation event will begin and progress. Rejoicing with Dayle that Velvet and the others have returned, you will learn about the tranquilization status from the Blood-wing Butterfly. Also, after the event, talking to Dayle again will trigger SUB 27 “Kurogane Seinaru” (Iron Steel Storm).

SUB 25

“In Search of the Mysterious Pengyon”

In Search of the Mysterious Penguin-Young	
Time	Main 65 ～
Location	Izuto Inn
Conditions	Speak to the woman at the inn counter
Chat	S006 【Walk on the Beach】 、SO07 【Time-Space Drifter】, S008 [Mirapengyon!?], S009 [Otherworldly Art] Privilege-Occupying
Rewards	Magic Flame Crystal, Master Blacksmith's Magic Steel Crystal, Jude Anytime, Mira Anytime

After hearing rumors of a talking Pengyon at the inn in Izult, the event progresses by staying at the inn in Izult. After nightfall, if you leave the inn and go to point ①, a battle with Jude will begin. To aim for a weakness combo against Jude, whose attribute is human, Velvet should be at Lv.60 or higher to learn "Amoral Opposition". Jude's attacks are fierce, but his openings are also large. Keep your distance and counterattack after Jude's attacks.

After defeating Jude, talk to the man with the Bloodwing Butterfly in Taliesin and listen to rumors about Kingyon. Afterwards, if you go to the ! point south of Figal Snowfield, you will battle Mira. Similar to Jude, a strategy of striking back during Mira's openings after her attacks is effective. It's good to deal damage with wind-elemental artes. ▼ Boss Data

Jude (1)	P242
Lv.68 HP 74850 Weakness: Fire Resistance: Wind	
Notes Damage to enemies while stunned +25%	

Mirra (1)	P259
Lv. 72 HP 83220 Weakness Wind Resistance None	
Notes Stun duration on enemies 1.5x	

SUB 26

"The Way of Xabida"

Way of Xabida ①

Period	Main 65~
Location: Tarielshin	
Condition ① Get closer to the point	
Chat SO16【Saint Servant Teodora】	
No reward	

You can hear about him from a family member who seems to know Xabiida in Talisin. After speaking with Ben from the Spring Breeze House and heading toward the square, a long chat occurs. It discusses the woman Teodora, who is an important presence to Xabiida.

Zavidah's Etiquette II (Dragon-related documents)

Period	Main 65~
Location: Lenide	
Condition: After clearing "Xabiida's Way①", talk to the Blood-wing Butterfly Man	
Chat SO17【How to Remove the Death God's Curse】 S018【Aizen's Answer】	
Reward: Ancient Avallost Language Manuscript	

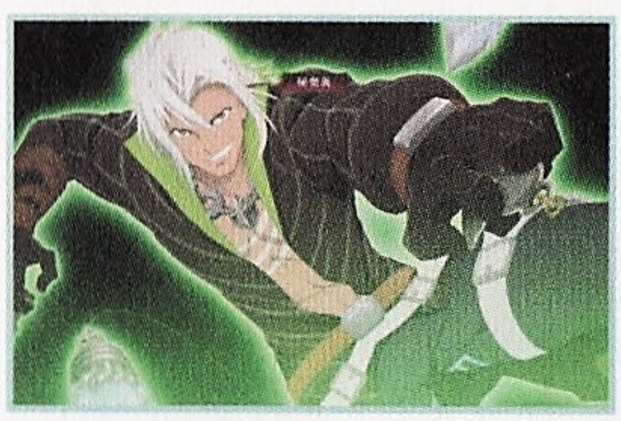
After obtaining information about dragon-related documents from the Blood-wing Butterfly Man in Lenid, go to the Donix Port warehouse. When you talk to Dona, a long chat occurs, and you can obtain the valuable item "Ancient Avallost Language Manuscript." After leaving the warehouse, the event ends.

Xabiida's Way③

Period	Main 65~
Place: Heravi-Sa Port	
Condition: After clearing "Zabida's Etiquette ②", approach point ①	
Chat S019 [Foreboding of Death Battle] SO2O [Izen's true intention is····· ?] S020	
Reward: Izen Jacket Off	

At Heravi-Sa, when you obtain information about the White-horn Dragon, you will be able to fight Zabida in the Gaiburk Ice Field. Zabida has no weaknesses in either race or element; rather than forcing for a combo, focus on Holy Servitude techniques and long-range skills or ultimate moves, while inflicting status ailments and gradually reducing HP.

Thus, adding burn with a lingering effect that extends stagger time is effective.



Zavidah will start using the secret technique "Rudeness Whip" when remaining HP is 75% or less. If you are aiming to obtain the trophy, you should trigger it at least once and then defeat him.

▼ Boss Data

? Zavidah — P240

Lv. 60 HP 69888 Weakness none Resistances 地 notes:

Soul does not drop below 3 on damage

Xabiida's Way ④ (Wounded Dragon)

Timing	Main 65~
Location	Renid
Conditions	After clearing "Xabiida's Way③", talk to the Blood-wing Butterfly Woman
No chat	
Reward: Privileged-class Demon Fire Crystals	

In Lenid, you receive a request from the Blood-wing Butterfly to defeat Shenlong the White Horn Dragon, and then head to the rocky heights of the Aldina Plains. Unlike the main battle at 42, here you must defeat Shenlong. Shenlong's attacks are mostly forward thrust types. If you circle to the dragon's left side, where tail attacks are easier to dodge, you can fight safely. It's good to prepare skills that reduce wind-attribute damage and fatigue effects before challenging.

When HP is below 50% and Soul is 4 or more, it will use "Sky Twister." It has a guard-break effect, so keep your distance.

Shishen-Dragon's impurity is purged, and Zabida, who watched over the end of Saint Slaves Theodora, ... Meanwhile, something strange is happening to Izen. ▼ Boss Data

[Shenlong] — P241

Lv. 62 HP 90714 Weaknesses None • Fire Resistance Water, Earth, Wind

Note: Stun duration against enemies is 1.16x

The Zavida School of Principles ⑤

Period	Main 65 ~
Location: Tarielshin	
Condition: After clearing "Zavidah's Etiquette IV," approach Point ①	
without chat	
No reward	

This sub-episode's epilogue is a dialogue event. Go to Taliesin and from Ben at the Spring Breeze House encountered at ①, you can ask about what happened after Zavidah. There are no rewards or long chats, but watch the ending.

SUB 27

Crimson Storm of Iron

Kurogane Stormbreaking	
Period	Main 65 ～
Location	Meirushio
tle, a	Shigure (3) When Rokkuro stops Shigure's secret ultimate move in bat nd you are in a state to talk to Dayle
Chat	S090 [Conque Storm Complete]
	No reward

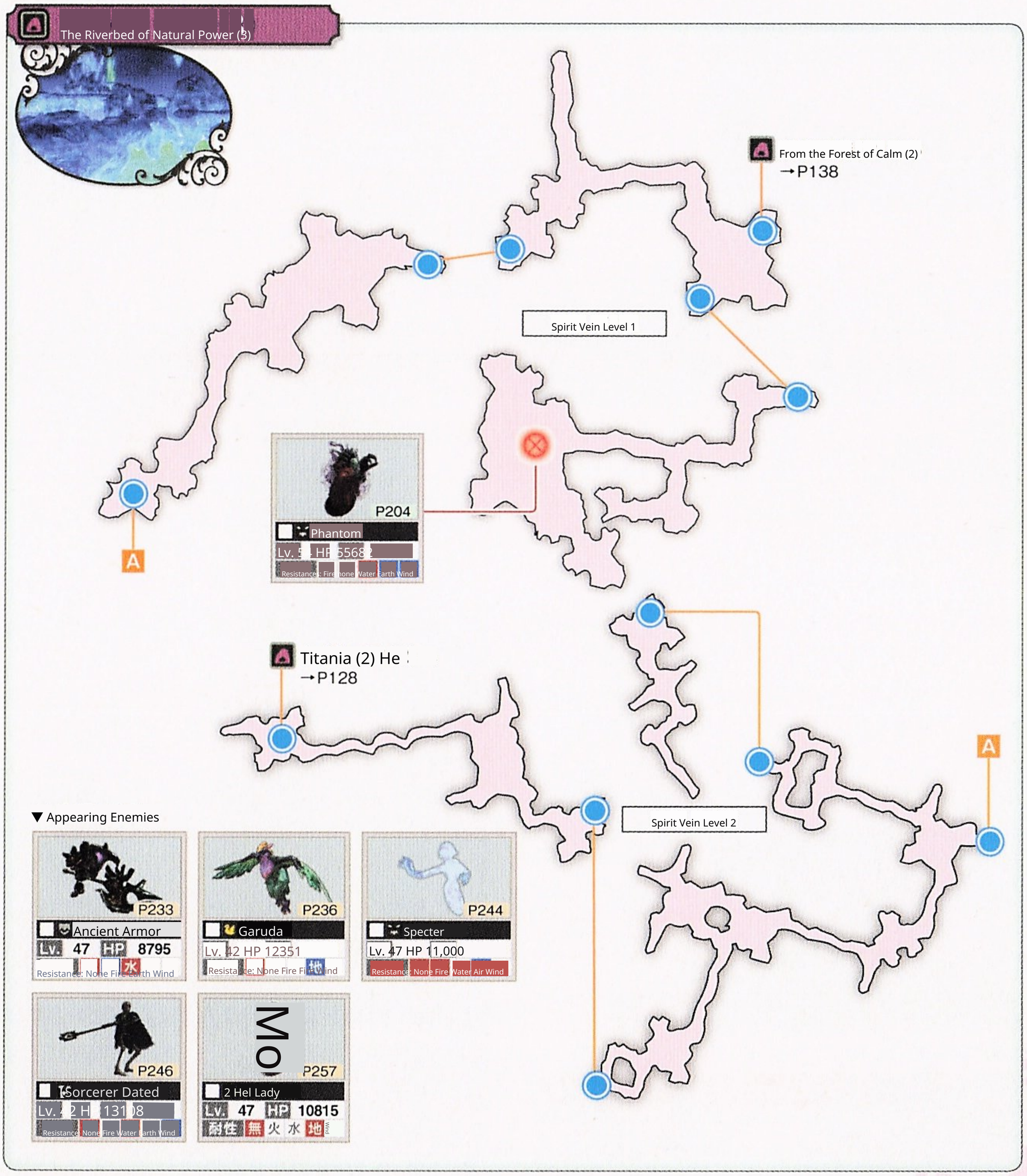
SUB 24 After finishing "Meilshio Occupation," i f you talk to Dayle again at the same place, a long chat will occur. The sword "Kurogane Stormbrea king," which Kurogane literally wagered everythin g to complete, reveals its true value.

SUB 28

Seeking the Truth of the Past

Seeking the Truth of the Past	
Period	Main 65 ～
Location	Izurt
Conditions	SUB 18 Clear "Happiness of the Nor Doll⑥" then talk to Muru
Chat	S051 [Entrance to the Vein], S052 [For the Complete Divine Depen に dence], SO53 [The Meaning of Knowing], S054 [To Mother] Re
wards	Velvet - Normal Color Variation

When you hear from Muruji about a newly ope ned vein, head to the Bastion of the Forest of Cal m. Proceed to Vein (3) and watch the Memory of t he Earth to learn about the sadness borne by Celi ca, Shiries, and Alterius.



▼ Appearing Enemies

SUB 29

“Moana’s Treasure”

Moana's Treasures	
Period	Main 65 ～
Location: Mailshio Inn	
Conditions	SUB 10 「Mothers' Wishes③』」 in a Cleared State for ① Point Approach Towards T
Chat SO88 【Moana's Thanks】	
Reward: Moana's Treasure Chest Key, Mabo Curry Bun Recipe	

Event to search for a chest containing Moana's precious items. During progress, you cannot leave Mailsio until you clear it. After talking with Moana, talk with Dale in town, then return to the inn to find the key. After that, cross the流氷 from behind the inn to the chest and open it.

At the end of the event, as a reward, you will receive the recipe for “Mabo Caleye Man.” It restores 50% HP in a pinch, making it useful in battles against strong enemies.

SUB 30

“Separated Future”

A Separated Future	
Period	Main 65 ～
Location: Stoneberry	
Conditions	SUB 26 “Xabida’s Ways④” Clear and then approach the① point.
Chat 【 SO58 R	Dragon of Cursed Lands】
eward: Raifisette (normal color variation)	

When you hear information about the dragon in Stoneberry, you can go to Cursed Lands by ship, where you will duel Helkite again. All of Helkite's attacks are highly powerful, but have large movements and are easy to dodge, so counterattack during the enemy's after-attack window. When HP drops below 25%, the move “Meteor Swarm” is used and has guard-break effects. Try to evade with movement or the Around Step.

Two types of breath attacks are powerful and can inflict burns. Move to the side to avoid getting hit. When the chant begins for "Calamity Flare," retreat.

▼ Boss Data

Helcait (2) P257

Lv. 64 HP 122445 Weakness Water Resistance Fire/Earth

Notes: While chanting, you gain steel skin for up to 20 hits

SUB 31

“Relic of an Alien Civilization”

Relic of an Alien Civilization	
Period	Main 65 ～
Location	Izurt
Conditions	SUB 26 “Xabida’s Ways④” Talk to the man with blood-wing butterfly after clearing.
Chat S086	【Treasure Chest on a Different Continent】 SO87 【Sixtfreid's Commentary】
Reward: Sixtfreid's Commentary	

After talking with the man of the Blood-Wing Butterfly about the unopened treasure chest, head to the Manan Reef. The chest is opened by Eisen, who has abundant knowledge, and it is revealed that the contents are Sixtfreid's commentary held by Xabida.

SUB 32

Liberated Sacred Slaves

Liberated Sacred Slaves
Time: Main 65; Location:
throne of the Holy Lord
Condition: Speak to the liberated Sacred Slaves of the liberated land
No chat
No reward

Climb the ladder on the west side of the throne of the Holy Lord and speak to the liberated Sacred Slaves of the liberated land to hear their hope for the future. Main 65: It is good to view before heading from the throne of the Holy Lord to the Eight-Headed Dragon Kanonushi.

SUB 33

Invasion Imminent

突入直前
Time: Main 65; Locatio ～
n: throne of the Holy Lord
Condition: Clear the corresponding sub-episode to talk to party members
No chat
No rewards

Entering Kanonushi of the Eight-Headed Dragon is an in-game event that occurs just before the final battle. It is a series staple where the party members' feelings before the confrontation are expressed. To trigger it, you must clear the following sub-episodes corresponding to each party member.

Sub-episodes required to trigger

Member	Sub-episodes that must be cleared, with explanations	
Rokurou	SUB 10 "Rokurou Zanmaken 1 ~ 4"	P162
Rifiset	SUB 11 "Raihusetto and the Ancient Elixir 4"	P164
Issen	SUB 26 "Zabida's Etiquette 4"	P172
Magilou	SUB 14 “The Magilou Magicians’ Guild Goes ⑧”	P166
Eleanor	SUB 20 “Mothers' Wishes IV”	P170

SUB 34

『The Messenger of the End Times Has Appeared!』

The End Messenger Appears!	
After clearing the main episode	
Location: Lenide	
Conditions	SUB 25 "In Search of the Mysterious Pengyon" and SUB 08 "Ship Dispatch ~ In Pursuit of the Unknown Sea ⑤" completed, talk to Nekonin
Chat SO10 [I might not be able to eat anymore...]	
No reward	

SUB 25 From the event “In Search of the Mysterious Pengion,” after talking with the cat-person in Lenide, when you reach Norumin Island you will have to fight Jude and Mira. Their behavior patterns are the same as in the first battle, but their stats are significantly increased. Collect powerful gear on the Staircase to Heaven and raise your level enough before challenging them. To break the enhancement link, you should concentrate your attacks on one side to defeat them quickly; however, if you’re aiming for trophy rewards, observe their cooperative secret technique that activates when their HP drops to 50% or below.

First defeat Jude, whose HP is somewhat low and who can be comboed with Velvet’s weaknesses; recommended. If you win the battle, the reason why they challenged you will become clear.

▼ Boss Data

Jude (2) P242

Lv. 26 HP 182,986 Weakness Fire Resistance Water · Wind

Notes: Reduces stun duration by 35%

Mirra (?) (2) P259

Lv. 26 HP 203,318 Weakness No Resistances - Fire

Notes: 2% chance to defeat an enemy in a single hit while stunned

SUB 35

“Neko-nin, Panic!”

Neko-nin, don’t panic!	
After clearing the main episode	
Location: Dana Street	
Condition: Talk to Awateneko-Nin.	
Chat SO47 【Nya-sta-oru and Nyanda!?】 SO48【Unknown Location】	
Reward: Rocro u and Hot Spring Outfit	

When you load the clear data, Awateneko-Nin appears in front of the Saint of the Dana Road's throne. If you talk to him, it becomes clear that with the revival of the Four Saints, a Stairway to Heaven has appeared. After receiving the Rocrou Hot Spring Outfit,

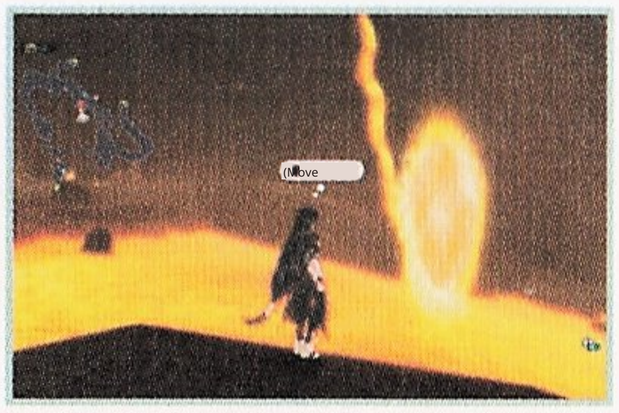
challenge the EX Dungeon: Stairway to Heaven.

SUB 36

“Stairway to Heaven”

Stairway to Heaven	
After clearing the main episode	
Location	Stairway to Heaven
Conditions	SUB 35 "Neko-nin, Panicking!" Enter the Stairway to Heaven with it cleared
Chat	SO49 【Age of the Holy Servant】
Rewards	Raifiset, hot spring costume; Magilou, hot spring costume; Aizen, hot spring costume; Eleanora, hot spring costume; Blade-leaf’s魔風晶; Armored magic steel晶; Ten; Twin-fist’s 魔風晶; Muzumuzumu’s 魔炎晶; Shiki-lance’s 魔風晶; Dismemberment魔鋼晶

SUB 35 After completing “Neko-nin in a Panic!” you can enter the Staircase to Heaven from the rift that appeared at Kiralause Volcano. The Staircase to Heaven is a very long EX dungeon with many formidable enemies. For detailed strategies, please refer to the explanation starting from page 208.



The place where the Rift to another dimension exists is right near the spot where the Titan, a class-1 alert demon, was. At this timing, a warp point will also appear, so please open it.

SUB 37

“The Moment of Healing, Is It Coming!?”

The Moment of Healing is Coming!?	
After clearing the main episode	
Location	Stairway to Heaven: Gate of Heaven Chamber
Requirement: After clearing “Stairway to Heaven” SUB 36, approach Point ①	
Chat SO50 [That was a great bath!]	
No reward	

This sub-episode occurs in the deepest part of Stairway to Heaven, the Gate of Heaven Chamber. It can be considered a reward for clearing Stairway to Heaven and is a familiar onsen event across the series. After completing the event in the Gate of Heaven Chamber, move to the Healing Onsen. When the event ends, you can earn the trophy “Ultimate Soothing List.”

According to the cat-servant’s explanation, the extreme comfort of the hot spring can cause Tamashii to slip out and swap bodies.

Fourth Administrative Region

In the Fourth Administration District, you can enjoy the series' signature arena battles where you fight large numbers of enemies in succession. Although you do not gain experience points, you can obtain gald and equipment, and a wipeout does not result in a game over.

Fourth Type of Administrative Region: Indeterminate Seeded Domain

Since this is the fourth type of administrative district that you can challenge at the start, the enemies that appear are generally at a lower level. The highest-level Sand Moles appear first, so as long as you don't struggle with this one, you should be able to clear without problems. Note that most of the enemies that appear have weaknesses to Earth and Wind elements. Control a character who possesses techniques that exploit both the irregular race weaknesses and these attributes, and challenge them.

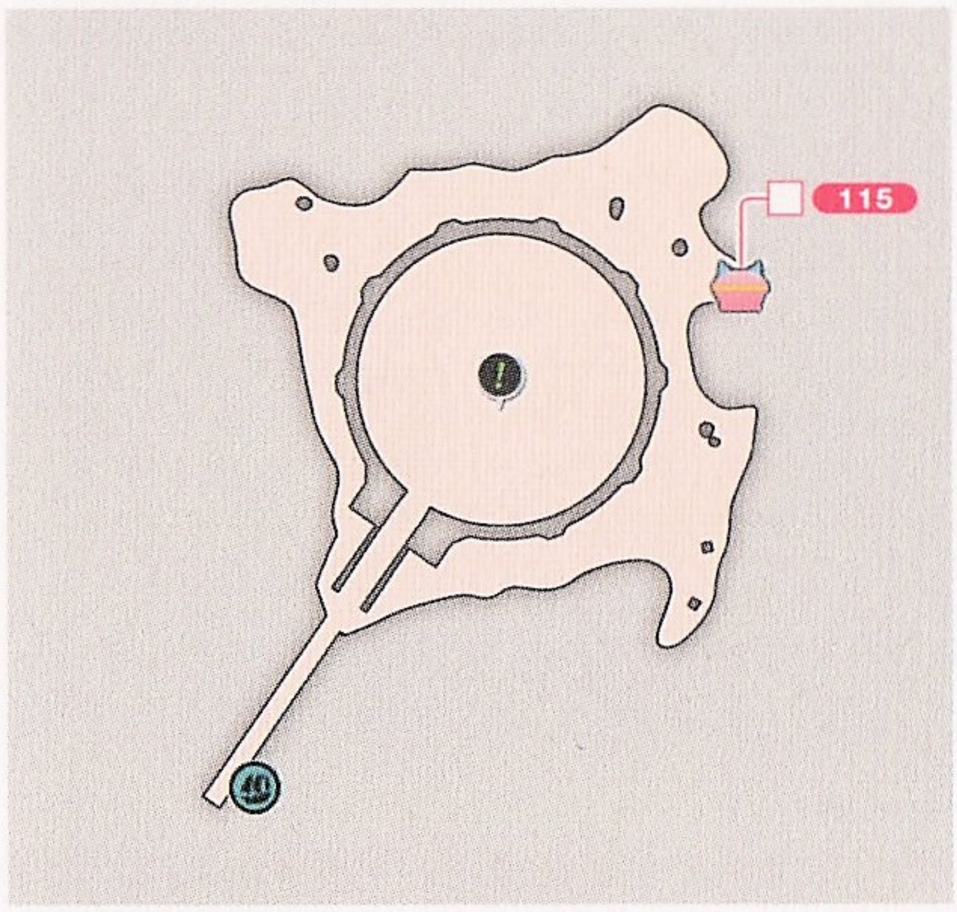
For Velvet's "Ink Rising," you can strike simultaneously with wind, earth, and the intangible, but the Wet Seed has a weakness to fire属性, so prepare another technique as well. The Wet Seed has the highest level equal to Sand Mole and appears with up to five units at once, which is troublesome. While fighting the Seed immediately before, use recovery techniques to ensure you're in perfect condition. Since Dump Octopus appears after all Wet Seeds are wiped out and is also high level, do not let your guard down. You want to avoid taking heavy poison from "Sumii" and the technique "Poison Break" with careful movement.

The order and conditions of enemy appearances

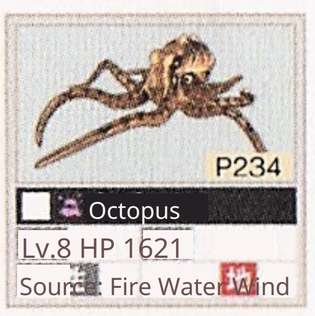
1	Slimes ×3, Sand Moles ×2
↓ The extermination	
2	Octopus×5
↓ Leave 2 remaining	
3	Dump Octopus×3
↓ Leave 2 remaining	
4	Sand Mole×2
↓ The extermination	
5	Mole×5
↓ Leave 2 remaining	
6	Seed×4
↓ Leave 2 remaining	
7	Wet Seed×5
↓ The extermination	
8	Dump Octopus×3
↓ Leave 2 remaining	
9	Sand Mole×2
↓ Leave 3 remaining	
10	Mud Slime×4
↓ Leave 3 remaining	
11	Mad Slime ×2
↓ Leave 1 remaining	
12	Sand Mole×2
↓ The extermination	
13	Slime ×8

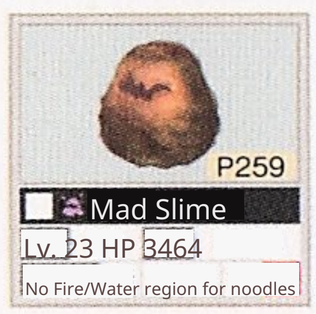
The Mysterious Arena ①

Period	Main 32- ~
Conditions Rewards	No conditions (will occur anyway)
	Magical Wind Crystal for activation expansion



▼ Appearing Enemies



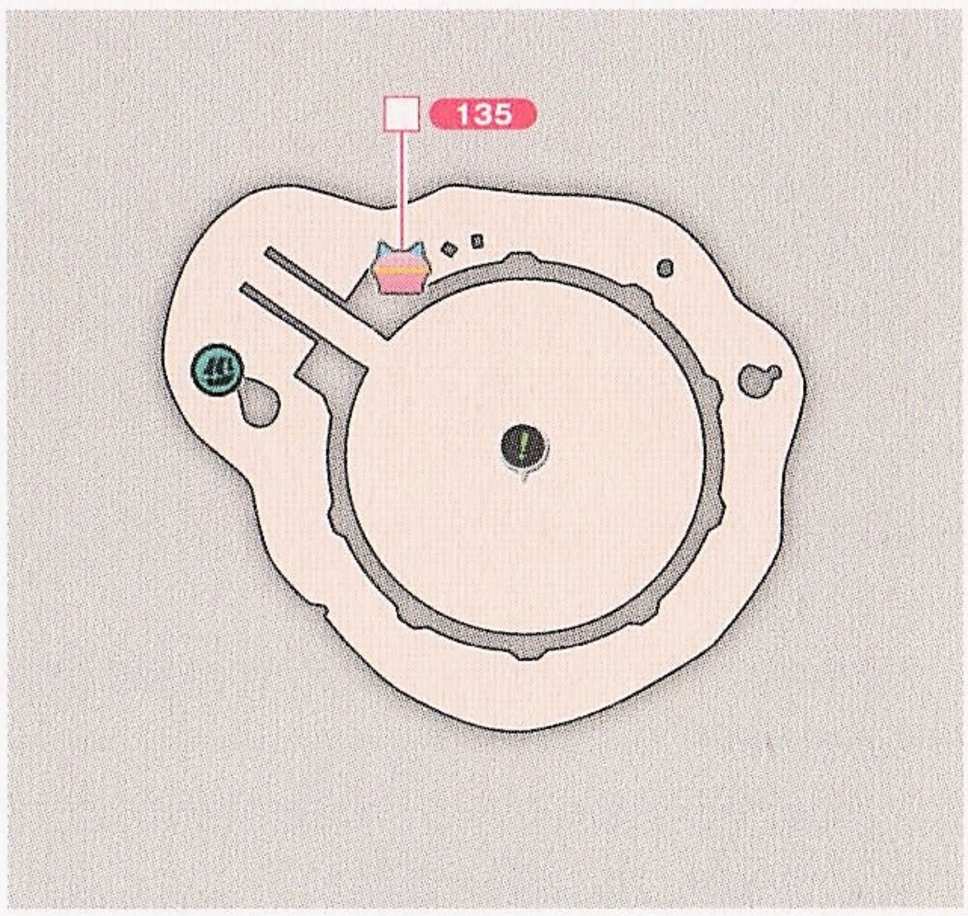


Fourth Type Management District Beast Species Hidden Habitat

Enemies that appear are swift in movement and often attack frequently. It is important to reduce the number of enemies before you get surrounded. Most of them use simple techniques with close attack ranges, such as biting attacks and ramming. If you can decrease the number of enemies, you should be able to fight safely.

The early game strategy should be set to "Reduce the number of enemies." Among the enemies, the strongest are Bush Apes, and five of the seven appear consecutively in the middle of the game. After the fifth reinforcements appear simultaneously with the wolves, if you reduce the remaining three, two more Bush Apes will appear. To avoid facing all five Bush Apes at once, keep the wolves alive and focus on taking down the Bush Apes first. At this time, you should change the plan to "Target dangerous enemies." After this, the next highest-level enemy to appear will be the Force Hound, so you should defeat them one by one.

mysterious Arena II	
Period	Main 37 -
Conditions Rewards	Talk to the pirate at Izulto Harbor
	Feather Step



Velvet's "Rotating Moon Flower" attacks
The range is wide, affecting the weaknesses of many enemies
It is easy to rush in at the same time.

Fighting while using skills is good. Since it is swift, rely on skills and ultimate techniques, and the Sacred Servant Magiccasting is hindered by chants.

The order and conditions of enemy appearances

1	Boar, Wolf ×2, Marmot ×2
	The extermination
2	Gibbon ×4
	Leave 2 remaining
3	Skunk ×3
	Leave 2 remaining
4	Divine Boar (2) ×3
	The extermination
5	Bush Ape ×3, Wolf ×3
	Leave 3 remaining
6	Bush Ape ×2
	The extermination
7	Force Hound ×4
	Leave 2 remaining
8	Force Hound ×4
	Leave 2 remaining
9	Boar ×4
	Leave 2 remaining
10	Marmot ×4
	The extermination
11	Boar God (2) ×3, Bush Ape ×2
	Leave 2 remaining
12	Boar ×2
	Leave 2 remaining
13	Skunk ×4

▼ Appearing Enemies

Boar
Lv. 23 HP 5744
Resistance None Fire Water Earth Wind

Wolf
Lv. 11 HP 2203
No Fire Water Earth Return

Marmot
Lv. 14 HP 2272
No Water Earth Wind

Tenkazaru
Lv. 13 HP 3610
Resistance: No Fire Water Earth Wind

Skunk
Lv. 23 HP 4476
No Fire Water Geography

Boar God (2)
Lv. 18 HP 5219
Resistances: None Fire Water Earth Wind

Bush Ape
Lv. 32 HP 9732
[Resistance None Fire Water A Wind]

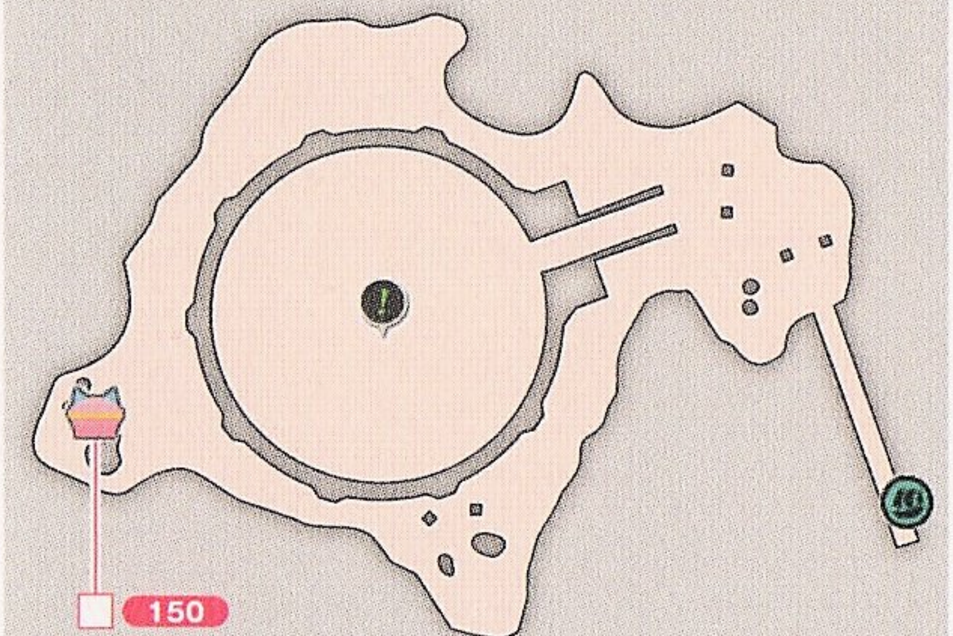
Force Hound
Lv. 25 HP 5640
Eat None Fire Water Earth Return

Fourth Type of Administrative District - Shell-Buried Domain

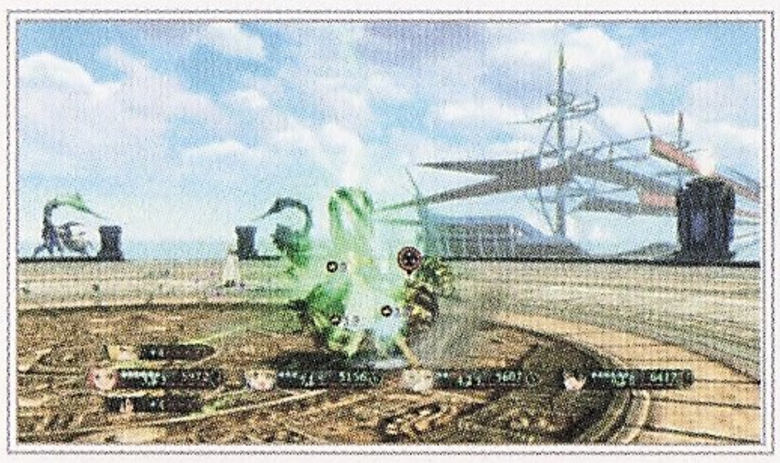
As for the level at which you can challenge, the enemies that appear are somewhat lower than the current level. However, Grand Roller is an exception with a high level of 40. In particular, in the mid-stage you will have to fight four enemies at the same time, so you must reduce their numbers quickly or it will be dangerous. Including the Grand Roller, half of the enemies that appear have wind as their weakness. If you use Magiru's Blaze Swarm or Eleanor's Spirit Array: Air Spin or Spirit Array: Lightning Scatter, you can hit many enemies' weak points, which is recommended. The Grand Roller also has low magical defense, so these Spiritual Servant Arts are extremely effective as an attacking method. When fighting the Grand Roller, other enemies will appear as well, but first defeat the Grand Roller.

Also, if you possess the "Mage Wind Crystal of Reversal Release" obtained as the first clear reward, you will be able to trigger Break Soul on counterattack. For the battles against tougher foes in the future, you'd better clear early to obtain it.

Mystery Arena 3	
Timing	Main 40 ～
Conditions	Talk to the pirate at Port of Titania
Rewards	Mage Wind Crystal of Reversal Release



We want to reduce them. Orb Weaver appears in large numbers early and late game, so...

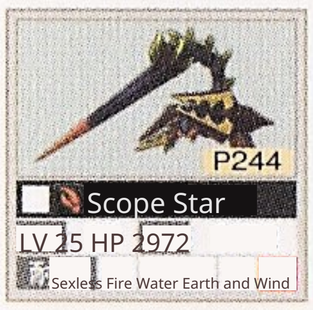


The rushing attack is a frontal charge against the Aralung Grand Roller's rotating... Avoid using the Do Step approach.

The order and conditions of enemy appearances

1	Scope Star ×3, Dreamlike Hard Mouse (2) ×2
	Leave 2 remaining
2	Orb Weaver ×4
	The extermination
3	Armor Centipede ×4, Scorpion ×2
	Leave 3 remaining
4	Scope Star ×2
	The extermination
5	Grand Roller ×4
	Leave 3 remaining
6	Scope Star ×2
	Leave 2 remaining
7	Scorpion ×4
	Leave 2 remaining
8	Dreaming Reality Hard Mouse (2) ×4
	The extermination
9	Centipede ×5
	Leave 2 remaining
10	Spider ×5
	The extermination
11	Grand Roller ×3
	Leave 2 more
12	Orb Weaver ×4
	Leave 2 remaining
13	Scope Star ×4
	Leave 2 remaining
14	Armor Scorpion ×3

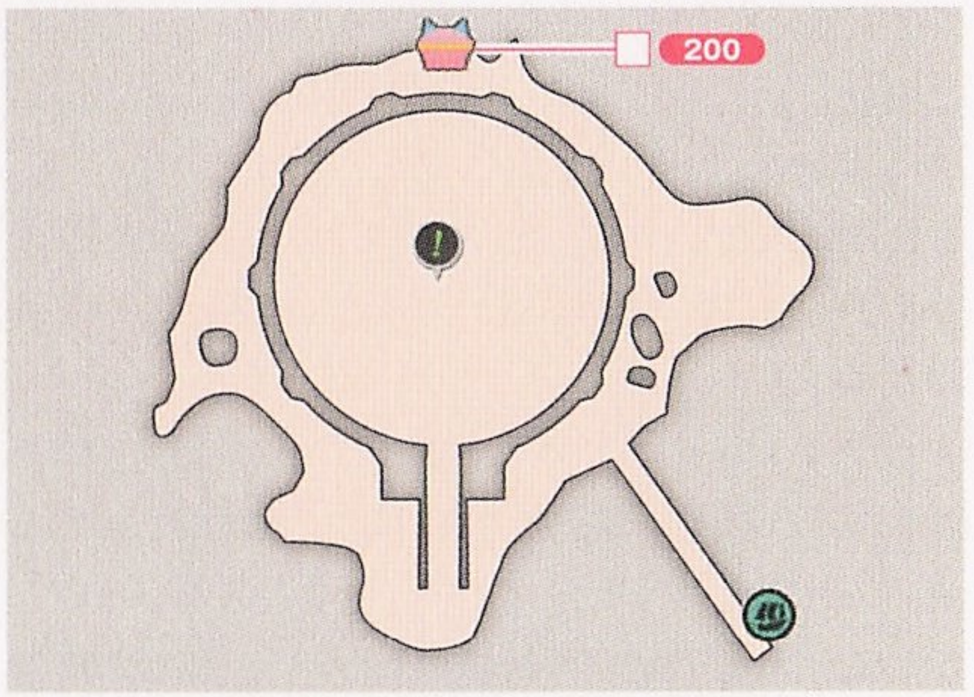
▼ Appearing Enemies



Fourth Type Administrative Region: Winged Seed-Dwelling Domain

From around here the levels of enemies appear to be generally higher. Among them, the Bladebeak around level 40, the Garuda, and the Dark Night Black Wings are strong foes. Bladebeak and Garuda have earth属性 (Earth attribute) and the Dark Night Black Wings are non-属性 (non-elemental). When fighting these enemies, pay attention to the elemental属性 of your skills. For Bladebeak and Dark Night Black Wings, consider that they have armor due to their race. In the 8th reinforcement, eight Dark Night Black Wings appear simultaneously. The attacks these enemies use, “Ultrasonic Waves” and “Flight Ultrasonic Waves,” leave a long-lasting hitbox in the battle area and even cause stun, which is troublesome. While maneuvering to avoid being surrounded, defeat them one by one. The strategy at this time should change to “reduce the number of enemies,” so that you can quickly lessen the number of Dark Night Black Wings.

Mysterious Arena ④	
Period	Main 46 ～
Conditions Rewards	Talk to the pirate at Port of Titania
	Force Ring



The Eisen's "Skyscraper" is mostly ing
It is always an active technique. The enemy's weakness can be struck simultaneously, a non-

Dovik and Peacock appear at the same time in the early stage with fire affinity
Defeat them in one go with a technique of fire affinity.

The order and conditions of enemy appearances

1	Bats ×6
	Reduce to the remaining four units
2	Peacock ×2
	Reduce remaining to 4
3	Blade Beak ×2
	The extermination
4	Harvey ×4
	Leave 2 remaining
5	Hawk ×4
	Reduce to 2 rema
6	ining: Garuda ×4
	Destroy all
7	: Pıcoĸ ×4, destr
	oy all
8	Black Wings of the Night ×8
	The extermination
9	Eagle ×4
	Leave 3 remaining
10	Harpy ×2
	Reduce to the remaining four units
11	Garuda ×2
	The extermination
12	Axebeak ×6
	Leave 3 remaining
13	Blade Beak ×3
	Leave 3 remaining
14	Hawk ×3
	Leave 2 remaining
15	Garuda ×2

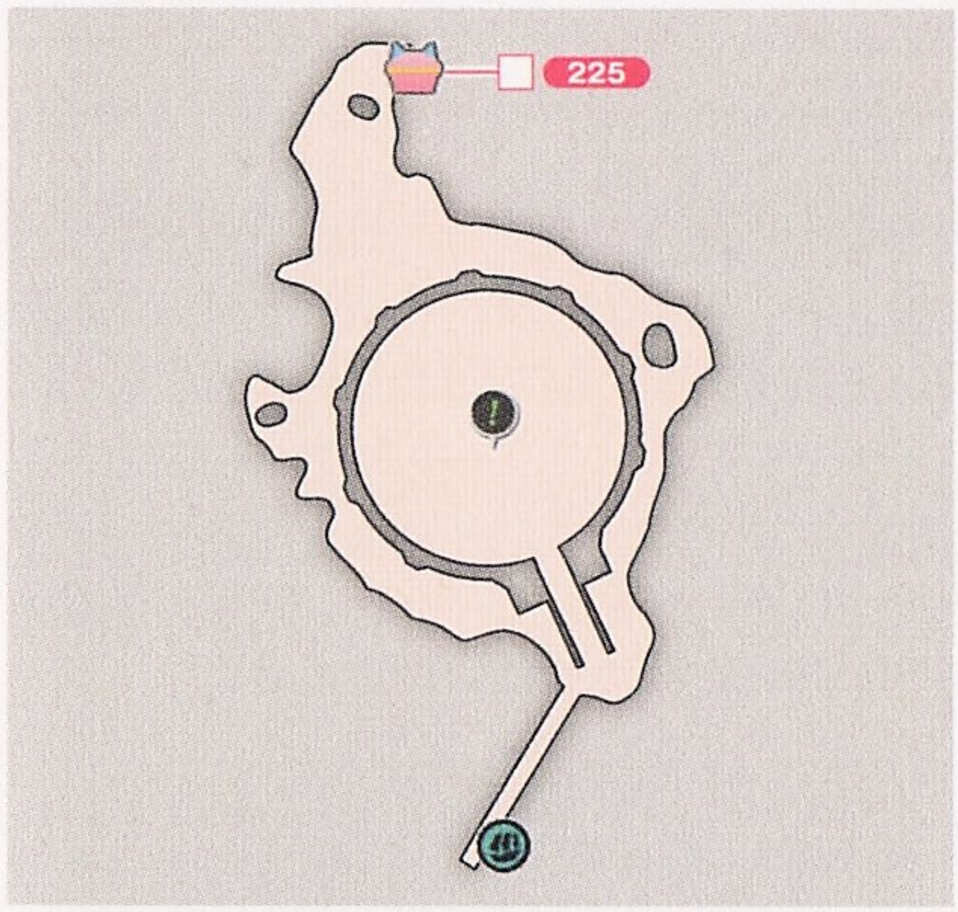
▼ Appearing enemies

Fourth Type Administrative Region: Seedless Seed-Dwelling Domain

The number of enemies that appear at one time is rel atively small, but the number of reinforcements is very h igh. Prepare multiple patterns of combinations in advan ce and switch according to the enemies that appear. The re are four enemies each weak to Fire attribute and Eart h attribute, so it is convenient to set techniques that exp loit these weaknesses. Velvet's "Earth Slashing Crushing Formation" can strike even the race weaknesses of the b arefoot species simultaneously. Likewise, Kurokuro's "Ya mata no Orochi" and Raifest's "Gill Cracker" can exploit multiple weaknesses at once, so use them effectively.

Among the appearing enemies, the Ancient Sacred Tree an d the Spiral of Order are powerful high-level foes. The Ancient Sacred Tree has very high magical attack, and you will take hea vy damage if you get hit by “Grand Quake.” Once the Ancient S acred Tree begins its chant, attack immediately to interrupt it. Also, the Spiral of Order that appears at the 8th and 9th waves can involve up to 6 enemies fighting simultaneously. It’s better to defeat the Spiral of Order earlier in the preceding phase.

The Mysterious Arena ⑤	
Timing	Main 43 ～
Conditions	Talk to the pirate at Tariel Shin’s Port
Rewards	Military Hike

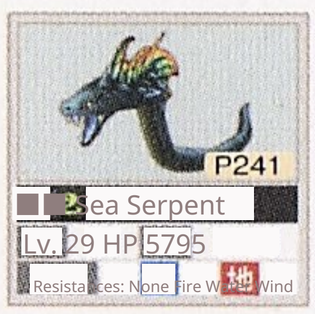


The order and conditions of enemy appearances

1	Forest Plant × 4
	Leave 2 remaining
2	Sea Serpent × 4
	Reduce to the remaining four units
3	Treant
	The extermination
4	Snake × 4
	Leave 2 remaining
5	Naga × 4
	Leave 2 remaining
6	Ancient Sacred Tree ×3
	The extermination
7	Plant ×6
	Reduce to the last 3 units
8	Spiral of Order ×3
	Reduce to the last 3 units
9	Spiral of Order ×3
	Reduce to the last 2 units
10	Primordial Spiral (2) ×4
	Leave 2 remaining
11	Ayrent (Age Truant) ×4
	The extermination
12	Ancient Sacred Tree
	The extermination
13	Forest Plant × 4
	Leave 2 remaining
14	Nāga x2
	Leave 2 remaining
15	Sea Serpent x2
	The extermination
16	Snake ×6
	Leave 3 remaining
17	Treant ×3
	Leave 3 remaining
18	Ancient Sacred Tree ×2

Growing stronger. If you increase further, battles against the Ancient Sacred Tree and operations will be changed to “Do not let them use techniques.”

Appearing enemies

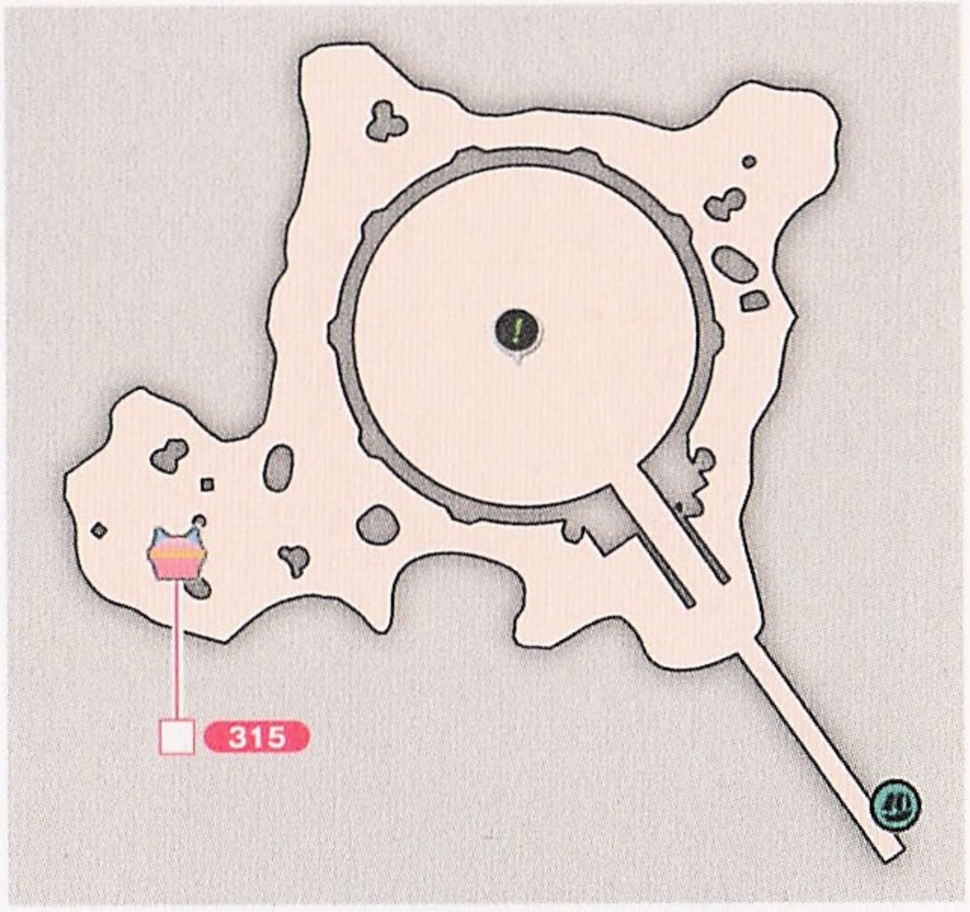


Fourth Type Administrative Region: Demon Seed-Dwelling Domain

Exsecutor, appearing in four phases from the very start to the end, is the most powerful enemy among those encountered. To aim for exploiting its weaknesses, prioritize defeating the Exsecutor. Like Eisen's "Con Artist" and Eleanor's "Spirit Barrier: Thunder Scatter," actively use techniques that strike multiple weaknesses at once. Always keep close to the Exsecutor and prevent it from triggering "Inbrace End." As soon as the Exsecutor begins casting, attack immediately to interrupt the spell.

Other troublesome enemies are the Mirage Lure, which is high level, darts around quickly while using magic to attack. I want to defeat them as a priority along with the Fairies that exhibit the same behavior as soon as they appear. Since both have earth as a weakness, when you fight them together on the 13th-14th reinforcement wave, it's good to use magic to attack them all at once. Also, many enemies have low defense, so you can deal damage efficiently by focusing on combos built around special moves and ultimate moves.

Mystery Arena ⑥	
Timing	Main 63 ~
Conditions	Talk to the pirate at Mail Shio
Rewards	Mithril Vest



アイゼンの「ミラージュヴェイ
Fighting is also an effective me
ans. with the spell that adds invincibility

The order and conditions of enemy appearances

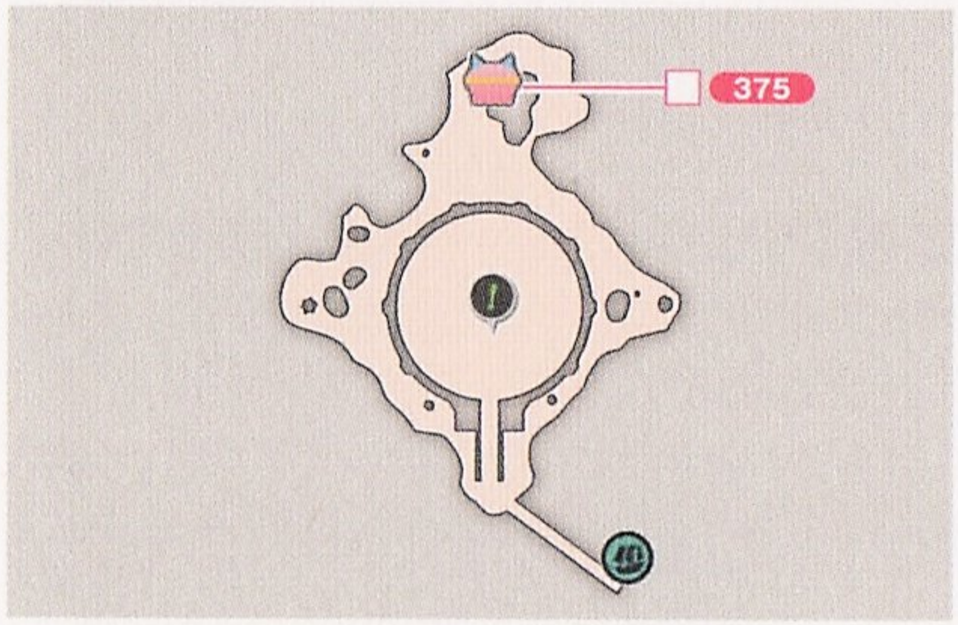
1	Fairy ×4, Executioner ×2
	Reduce to the remaining four units
2	Gargoyle ×2
	The extermination
3	Pixie ×5
	Reduce to 3 remaining
4	Executioner ×2
	Reduce to 2 remaining
5	Wallman×2
	The extermination
6	Devil ×3
	Reduce to 2 remaining
7	Gargoyle ×3
	Reduce to 3 remaining
8	Temptation of Illusion ×4
	Leave 2 remaining
9	Deep Sea Barrier ×2
	Leave 2 remaining
10	Exskeleton ×2
	The extermination
11	Deep Sea Barrier ×4
	The extermination
12	Wallman ×4
	Leave 2 remaining
13	Fairy ×4
	Leave 3 remaining
14	Temptation of Illusion ×4
	Leave 2 remaining
15	Devil ×4
	Leave 2 remaining
16	Gargoyle
	Leave 2 remaining
17	Exexecutor

Appearing enemies

Fourth-type Administrative District: Armored Species Secret-Dense Domain

Among the appearing enemies, the ones with notably higher levels are the Lava Atlas and the Lizard Paladin. In the 11th to 13th reinforcements, you will face these enemies in succession, both of which have water attribute as a weakness and wind attribute as a resistance. Use water-element techniques to hit their weakness at the same time. The Lava Atlas, which uses a very dangerous attack "Self-Destruct," should be your top priority to defeat; once only the Lizard Paladin remains, incorporate dragon-race capable techniques into your combo. Following these enemies, the Ancient Armor and the Rainbow Haze Guardian also have water attribute as a weakness. Enemies with lower levels can be defeated easily without exploiting their weaknesses, so it's a good idea to set non-control characters to only use water-element and armor-penetrating techniques.

Mystery Arena 7	
Timing	Main 65~
Conditions	Speak to the pirate at Heravisa Port
Rewards	Discounted Magic Steel Crystal



Counterattacks may occur. You cannot defeat them all at once; during a combo, the rock giant-type enemies have strong defense.

Let's guard firmly with shield. The attack has a stun effect. Use the Lizard Paladin's sword.

The order and conditions of enemy appearances

1	Lavva Atlas, Guardian of Rainbow Haze, Rock Golem
	Leave 2 remaining
2	Stag Beetle x6
	The extermination
3	Deceptive Priest, Ancient Armor x4
	Leave 2 more
4	虹霞の番人×3
	Leave 1 remaining
5	Lizardman×4
	Leave 2 remaining
6	Deceptive Priest ×3
	The extermination
7	Pure White Armor Fragment ×4
	Leave 2 remaining
8	Living Armor ×3
	Leave 2 remaining
9	Lizard Paladin ×4
	Leave 1 remaining
10	Rock Golem
	The extermination
11	Lava Atlas ×3
	Leave 2 remaining
12	Lava Atlas
	Leave 1 remaining
13	Lizard Paladin ×4
	Leave 2 remaining
14	Hornet ×5
	The extermination
15	Rock Golem ×2, Pure White Armor Fragment ×2
	Leave 3 remaining
16	Lava Atlas

▼ Appearing Enemies

P261
Lava Atlas
Lv. 56 HP 11337
Resistance: Fire None Water Wind

P250
Rainbow Keeper
Lv. 44 HP 10883
【Tolerance: Waterless, Fireless, Water, Earth, Wind】

P263
Rock Golem
Lv. 21 HP 3308
耐性 No-fire Waterless Region

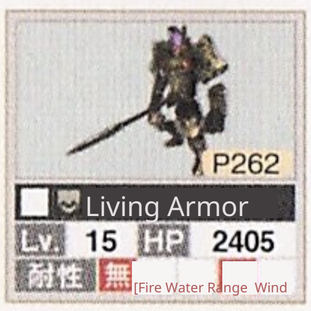
P244
Stag Beetle
Lv. 7 HP 896
Resistances: None Fire Fire Earth Wind

P237
Distorted Monk
Lv. 30 HP 617
耐性 無 火 水 地 風

P233
Ancient Armor
Lv. 47 HP 8795
【耐性 無 火 水 地 風】

P262
Lizardman
Lv. 11 HP 2107
耐性 無 火 水 地 風

P243
Pure White Armor Fragment
Lv. 38 HP 7867
Hundred Bestows Fire Water Earth Wind


P262
Living Armor
Lv. 15 HP 2405
耐性 無 [Fire Water Range Wind

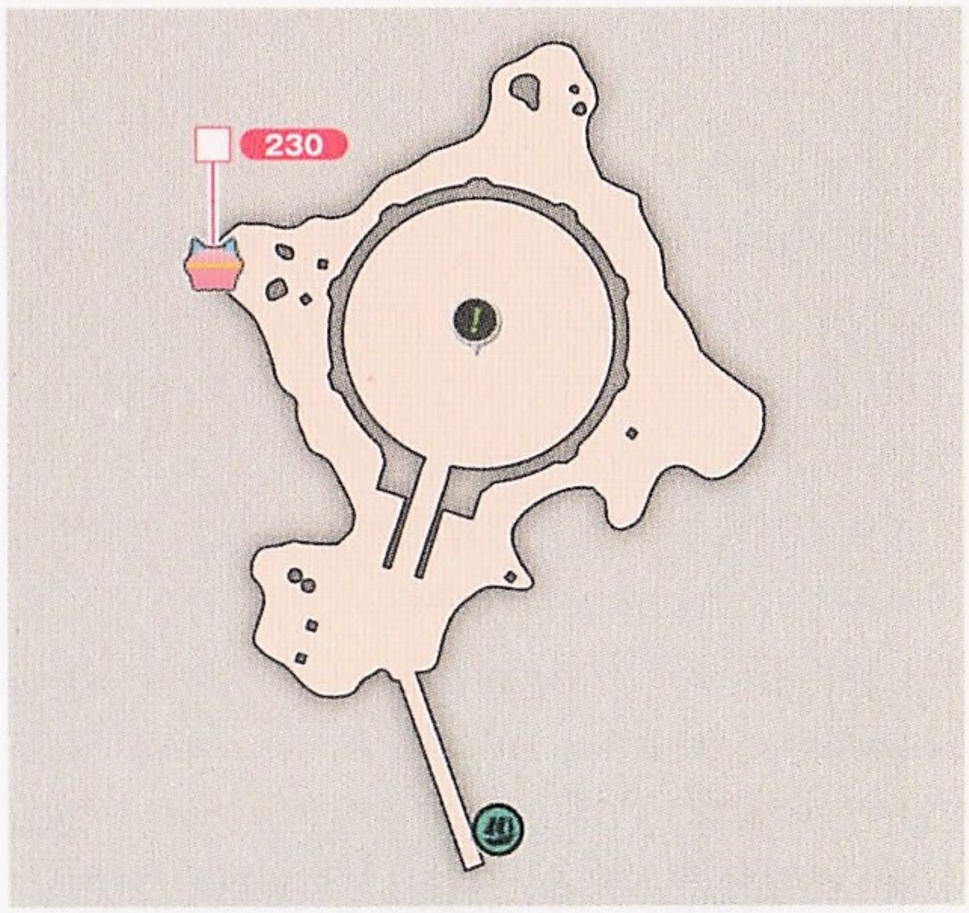
P262
Lizard Paladin
Lv. 56 HP 13041
People No Fire Water Earth Wind

P258
Hornet
Lv. 36 HP 5857
People No Fire Water Earth Wind

Fourth-Type Administrative District Beastmen Dense Habitat

Among the Fourth-Type Administrative District, there are the most varied enemy types appearing. However, th e elements that most enemies are weak to are Fire and Water, making it easy to choose the spells to use. Attribu te-less enemies not only have no weaknesses, there are t wo types of enemies with resistances, so you'd better not use them. Higher-level enemies include the Spirit of the Gale and the Giant of the Cursed Island, two targets. Bot h have completely different attack methods and behavio r patterns, so you need to switch strategies for each. The speedily moving Spirit of the Gale uses a variety of magi c; a good tactic is to defeat it by not letting it cast spells. The Giant of the Cursed Island can be avoided by movin g counterclockwise around the enemy to strike from the sides or behind. Since the Giant moves and attacks slowl y, it's safer to distance yourself and defeat other enemie s first. The same approach works against other enemies of the same type, such as Trolls and Cyclopes.

Mystery Arena 8	
Period	Main 65 -
Conditions	Talk to the pirate at the port of Riole Island Pier
Rewards	Blood Blade



also, a priority enemy to defeat. The F
lare Warlock who casts magic like the user
of the Swift Wind, using magic to attack

The order and conditions of enemy appearances

1	Woolvhejin ×2, Cyclopes ×2
	Leave 2 remaining
2	Orcs ×3
	Reduce to 3 remaining
3	Orc Cliff ×3
	Reduce to 2 remaining
4	Windrunner ×4
	Annihilate them all
5	Giant of the Cursed Island ×3
	Reduce to 2 remaining
6	Flame Witch ×4
	Leave 2 remaining
7	Werewolf ×4
	Reduce to 2 remaining
8	Cyclops ×2
	Aim to have 2 remaining
9	Orc ×2
	Annihilate them
10	Troll ×3
	Leave 2 remaining
11	Flame Witch ×4
	Leave 1 remaining
12	Lycanthrope ×2, Orc Cliff ×2
	The extermination
13	Witch ×4
	Leave 2 remaining
14	Werewolf ×4
	Leave 2 remaining
15	Giant of the Cursed Island ×2
	Leave 2 remaining
16	Cyclops ×2
	Leave 2 remaining
17	Swift One ×4
	Leave 2 remaining
18	Wolvenheim ×4

Appearing enemies

Fourth-Type Administrative District Undead Habitat

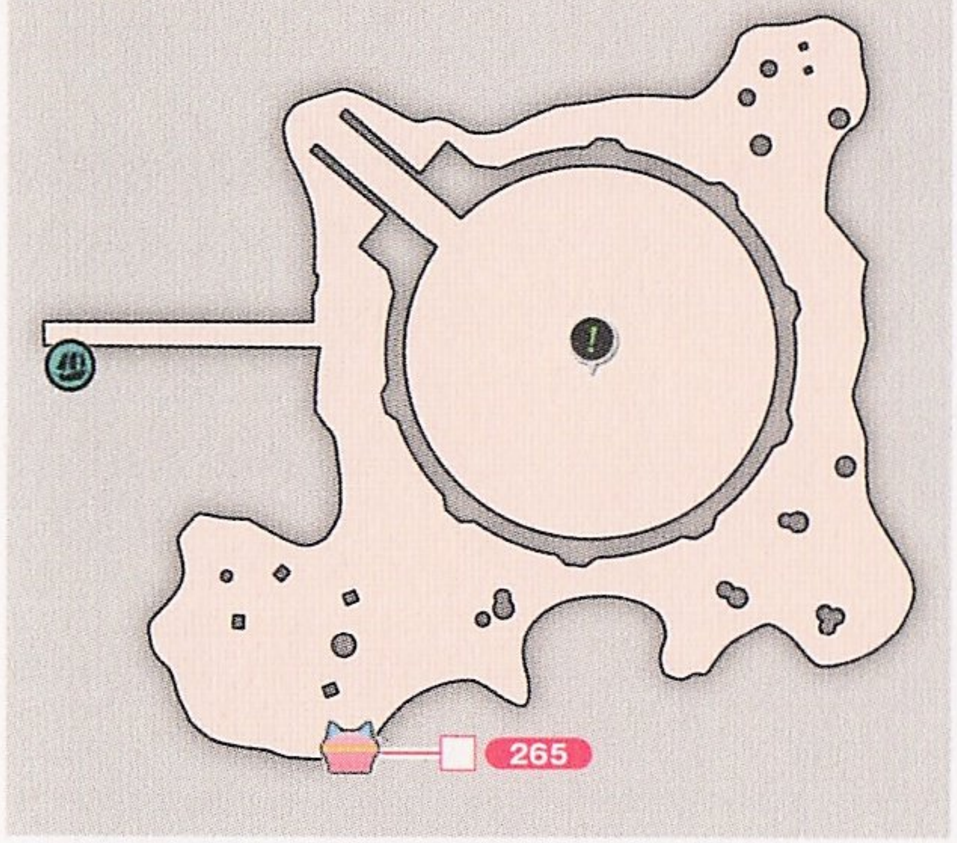
The Arena is very troublesome because all enemies except the Giant-eared Spirit use magic. The priority is to interrupt the chants of enemy spells, but because enemies appear one after another, we often miss the timing. The plan is set to “Do not let them cast spells.” When the operating character is targeted by an enemy spell, maneuver to move away from other allies. If multiple allies are hit by spells at the same time, they may all be wiped out. Especially from the fifth reinforcement, multiple enemies who cast spells appear in succession after every two defeats. Always monitor enemy positions and begin defeating the enemies that start casting near the operating character.

The sorcerer with the highest magical attack among the enemies that appear, Dead, should be prioritized for defeat over other enemies to minimize damage. For our attacks, it is recommended to use unattribute (non-elemental) skills. All nine other enemies except for the Wandering Spirit are weak to non-elemental attacks, making it easier to defeat multiple enemies at once when they are densely clustered. For the Wandering Spirit, in addition to Earth and Wind attributes, you can also exploit the armor race weakness using Aizen’s “nullification” to initiate an attack.

The order and conditions of enemy appearances

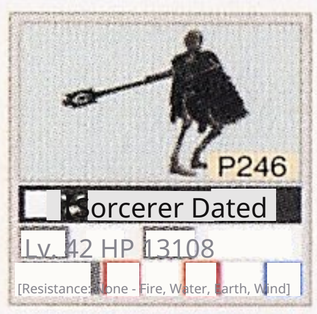
1	Wraith×3	
		Leave 2 remaining
2	Sorcerer Dead×3	
		Leave 3 remaining
3	Zombies×3	
		Leave 2 remaining
4	Giant-eared Pure Spirit×3	
		The extermination
5	Mage Dead×4	
		Leave 2 remaining
6	Specter ×4	
		Leave 2 remaining
7	Zombie ×4	
		Leave 2 remaining
8	Immortal Calamity Person ×4	
		The extermination
9	Tiger Head ×4	
		Leave 3 remaining
10	Sorcerer Dead×3	
		Leave 3 remaining
11	Wandering Flowing Spirit ×2	
		Leave 2 remaining
12	Wandering Flowing Spirit ×2	
		Leave 2 remaining
13	Giant-eared Sylph	
		The extermination
14	Goblin Head ×8	
		Reduce to the remaining four units
15	Sorcerer Dead, Wraith ×4	
		Leave 2 remaining
16	Giant-eared Spawn ×2	

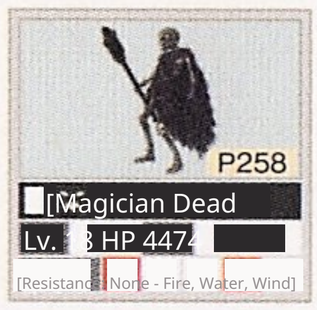
謎の闘技場⑨	
Period	Main 65・
Conditions Rewards	Talk to the pirate at the port of Lionel Island Pier
	Barrier Ring



Be wary of a certain "Shout". Their attack power is high. The exhausted effect of the Giant-eared Spawn will not use spells

▼ Appearing enemies

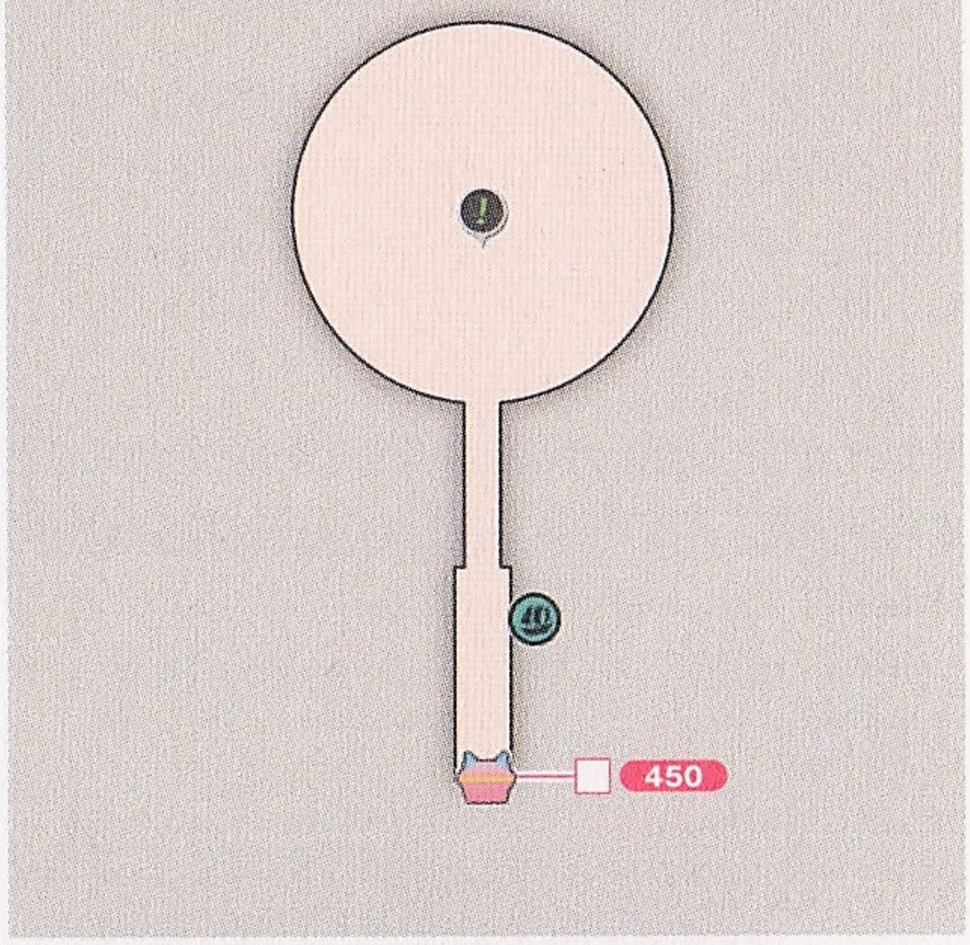


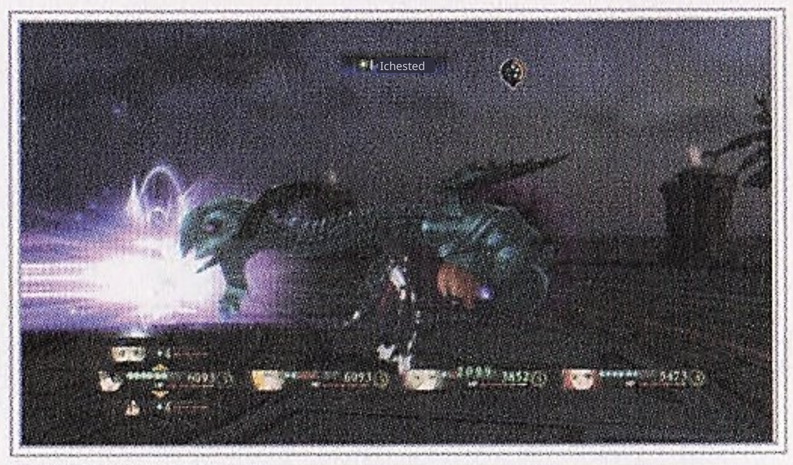


Fourth-class Administrative District Superior Species Dense Habitat

Unlike other Fourth Type Management Areas, the enemy races that appear are not unified. As its nickname "Boss Island" suggests, a collection of formidable foes that can only be fought here appear. Since you won't be fighting different types of enemies simultaneously, it's a good idea to re-set your Artes each time you defeat all enemies. The first Heavy Guardian has a low level, but you'll want to maintain your Soul for the battles ahead. If an enemy starts casting a spell, move away once to evade. Terror Glossa Agito moves quickly and is difficult to hit. Once you land an attack, activate Laphicet's "Stasis Force" to chain combos and defeat it quickly. For Pandora Pot Omega, refrain from using non-elemental and water-elemental attacks, which are reflected, and fight while interrupting its spell casting. The Gentleman's horizontal arm swing "Hook" and Wrath Uriboa's tackle are very dangerous attacks with a high chance of inflicting Stun. Evade these while counterattacking. The final Hecatoncheir has powerful spell attacks. When Hecatoncheir starts casting, position yourself to interrupt it immediately.

Mysterious Arena 10	
Period	After clearing the main episode
Conditions	Talk to the pirate at Zexon Port
Rewards	Adamant Boots





「Iscannon」を dodge left and right between the Pandora Pot Omega's「フェ an opportunity to counterattack after that.

attack with a Sacred Servant art in the gap. Weak to magic. An ally is being targeted The last to fight is the Hidrocodzilla (Hecatoncheires)

You'll want to defeat the high-attack Terror Glossa Agito quickly, even if it means using a Mystic Arte.

Carry them and reduce the number. Only attribute beasts. Certain weak points are chained

The order and conditions of enemy appearances

1. Heavy Guardian ×3
   - The extermination
2. Terror Glossa Agito ×4
   - Annihilate all
3. Pandora Pot Omega ×2
   - Annihilate
4. Gentleman ×2
   - The extermination
5. Lāsu Uriboā ×3
   - The extermination
6. Hecatoncheir ×2

▼ Appearing Enemies

Mini-game

In towns visited during the adventure, as well as some fields and dungeons, you can enjoy various mini-games. While progressing, play to collect TL Coins as rewards, and exchange them for visual items and materials.

Earn TL Coins and Exchange for Prizes

The TL Coins you obtain by playing mini-games can be exchanged for a wide variety of items shown in the table below. Start by exchanging TL Coins for visual items that can only be obtained through TL Coin exchanges, and if you have leftover TL Coins, exchange them for hard-to-obtain enhancement materials such as “Advanced Refining Powder” or “Odorless Liquid.” Also, if you accumulate TL Coins to 200,001 or more, you will earn the trophy “Tales Coin Bonanza.”

Mini-game List

Name	Playable Locations and Timings	[Explanation
Shamballoon 2	Helavisa Port, Zexson Port, Cadonix Port, Lenid Port, Izult Port, Taliesin Port (Stages 1-3 are after Main 29, Stages 4-5 are after Main 51)	P187
Slash Beat	Helavisa Port, Zexson Port, Cadonix Port, Lenid Port, Izult Port, Taliesin Port (After Main 18)	P187
Serving Game	Rogress Tavern (After Main 20)	P188
Jump! Bienfu	Izult (After Main 34)	P189
Ojimen	Helavisa Tavern, Taliesin Tavern, Izult Tavern, Rogress Tavern, Zexson Port Tavern (After Main 42) Forest of Tr	P189
Fishing	anquility, Marnan Reef, Burnark Plateau, Gaiburg Icefield, Brigit Valley, Normin Island (After Main 42) Lenid, I	P189
Character	zult, Rogress, Stoneberry, Taliesin, Nekonin Village (From first arrival at each location. However, Rogress is after Main 37, and Nekonin Village is after winning at all other 5 locations)	P190
Flag Checker	Izult, Tarieshin, Raulaine (after the main 42)	P192
Coin Getter	Biarzrei Brigitte Valley, Norumin Island (after the main 42)	P194
Match Normotion	Nordmin Island (Main 65 and beyond)	P196
Slide Puzzle	Nieko Village (after completing the main episode)	P197

Items exchangeable with TL coins

Attachments

Name	Required quantity	Period	
Hat	500	Main 18	~
Inumimi (Shiba)	500	Main 37	~
Noise-canceling headphones	500	Main18	~
Elf ears	500	Main 18	~
Sideburns	500	Main 48	~
Round-frame glasses	500	Main 18	~
Sunglasses (Standard)	500	Main 18	~
Sunglasses (Black)	500	Main 37	~
Angry Glasses	500	Main 18	~
Half Flare Earring Set	500	Main 18	~
Pirate Brooch	500	Main 48	~
Rampage Man	750	Main 18	~
Always Ludgar	750	Main 18	~
Always Malta	750	Main 18	~
Snow Country Hat	500	Main 65	~

Outfit and Hairstyle

Names	Required Quantity	Period	
	Required Quantity	Period	~
Velvet Battle Theme Change Costume 1	1000	Main 29	~
Velvet Battle Theme Change Costume 2	1000	Main 56	~
Velvet Battle Theme Change Costume 3	1000	Main 65	~
Roclow Battle Theme Change Costume	1000	Main 42	~
Rafisetto Battle Theme Change Costume	1000	Main 42	~
Magilluu Battle Theme Change Costume	1000	Main 42	~
Eleanor Matron Uniform	1000	Main 42	~
Rafisette Village Outfit	1000	After Clear	
Velvet Winter Outfit	2000	Main 65~	
クロウ Winter Outfit	2000	Main 65	~
Lyphisset Winter Outfit	2000	Main 65	~
Eisen winter clothing	2000	Main 65	~
Magilou Winter Costume	2000	Main 65	~
Eleanor Winter Costume	2000	Main 65	~
Velvet・Phoenix NORMIN Set	After clearing	2000	
Velvet-style Normin Set	2000	Main 18	~
Velvet・Earth Normin Set	2000	Main 18	~
Roclow・Phoenix Normin Set	After clearing	2000	
Roclow・Earth Normin Set	2000	Main 18	~
Roclow No-Normin Set	2000	Main 18	~
Lyfisetto-style Normin Set	2000	Main 18	~
Lyfisetto・Earth Normin Set	2000	Main 18	~
Lyfisetto・No-Normin Set	2000	Main 18	~
Aizen・Phoenix Normin Set	After clearing	2000	
Aizen・Fire Normin Set	2000	Main 18	
Aizen・Water Normin Set	2000	Main 18	~
Aizen・Bienfu H	1000	Main 34	~
Magiru: Immortal Phoenix Normin Set	After clearing	2000	
Magilu: Wind Normin Set	2000	Main 22	~
Magilu: No-Normin Set	2000	Main 22	~
Eleonor Phoenix Norumin Set	After clearing	2000	
Eleonor Fire Norumin Set	2000	Main 29	~
Eleonor Water Norumin Set	2000	Main 29	~
Eleonor No Norumin Set	2000	Main 29	~
Eleonor Bienfu H	1000	Main 34	~

Consumption

Name	Necessary quantity	Period	
Denore bottle	500	Main 18	~
Donore Bottle Set of 5	2500	Main 18	~
Inofo Bottle	500	Main 29	~
INOF Bottle Set of 5	2500	Main 29	~
Soul Bottle	3000	Main 42	~
All-Divide	4000	Main 18	~
Hourglass	4000	Main 18	~
Arcana Bottle	4500	Main 65	~
Elixir	5000	After Clearing	

Enhancement Materials

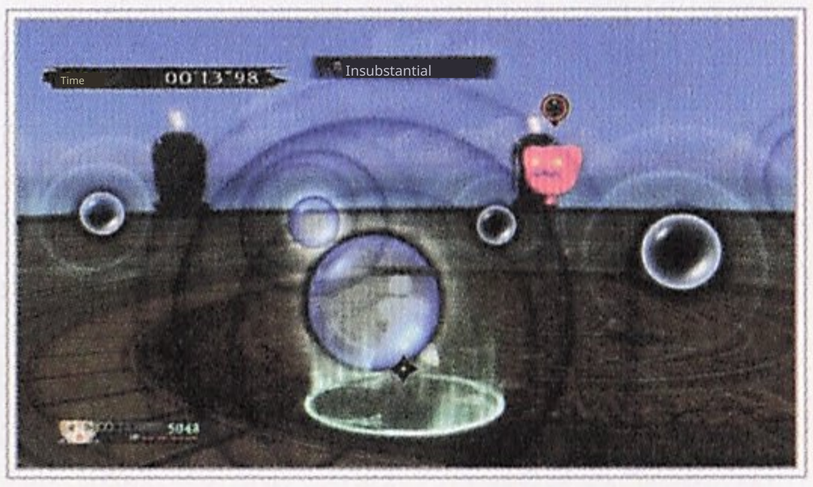
Name	Required quantity	Timing	
Gemstone Ingot	2500	After Clearing	
Low-grade Refining Powder	4000	Main 18	~
Medium-grade Refining Powder	12000	Main 37	~
High-grade Refining Powder	36000	Main 48	~
Amber Fragment	5000	Main 18	~
Calcite Fragment	7500	Main 29	~
Fluorite Fragment	10000	Main 29	~
Hornblende Fragment	12500	Main 42	~
Feldspar Fragment	15000	Main 48	~
Quartz Fragment	17500	Main 56	~
Jade Fragment	20000	Main 58	~
Gleaming Silver Fragment	22500	Main 65	~
Ultra-Hard Stone Fragment	60000	After Clearing	
Bronze Lump	6000	Main 18	~
Black Silver Lump	12000	Main 42	~
Gold Lump	18000	Main 58	~
Platinum Lump	24000	Main 65	~
Void Lump	60000	After Clearing	
Odorless Liquid	6000	Main 18	~
Slightly Scented Liquid	12000	Main 42	~
Rich Liquid	18000	Main 58	~
Irritating Liquid	24000	Main 65	~
Unusual-Smelling Liquid	60000	After Clearing	

Shamballoon 2

Choose the character to challenge from your party members, and use techniques to pop all the balloons placed in the battle area to clear the stage. If you clear within the target time set for each stage, you can proceed to the next stage. Please refer to the table below for recommended characters and how to coordinate them to clear each stage more easily.

First Clear Reward

Stage	Rewards
1	Velvet Non-Normal No Min H, Velvet Non-Normal No Min B
2	Rokurou Water No Min H, Rokurou Water No Min B
3	Ryfitsset Fire No Min H, Ryfitsset Fire No Min B
4	Aisen Earth No Min H, Aisen Earth No Min B
5	Magiru Fire No Min H, Magiru Fire No Min B, Eleanor Wind No Min H, Eleanor Wind No Min B



The latter stages have an attack range 広い聖隷術が役に立つ。

Gain TL Coins

TL Coins earned = 100 + (Stage Number) × 10 + (Time Difference since last update in seconds) × 300 × (Stage Number)

Note: If you did not update the time, the difference is 0

Recommended characters for each stage and how to pair them

Stage	Target Time	Recommended	Cooperation and cautions
1	4 seconds	Magilou	After switching the target to the central balloon, use "Spirit Swing"
2	8 seconds	Eleanor	Move to the center and then use “Thunder Fang Roaring Flash” or “Rinjin - Thunder Scattering”
3	12 seconds	Eleanor	“Thunder Fang Flash” → “Split Charge Gun” Move to the center, then use “Thunder Fang Flash” again
4	16 seconds	Magi Lu	“Spirit Shake” is unleashed repeatedly. Adjust the targeting to be able to hit multiple balloons.
5	50 seconds	Raifisetto	“Insubstitutional” is unleashed repeatedly. Shorten the casting time through chaining.

Slash Beat

A mini-game where you compete for how much damage you can deal to Cakashi No. 2 standing in the center of the combat area within 15 seconds. As in normal battles, your character’s level, equipment, and skills at the time of challenge are reflected, so attempting this in the late game after your character has grown yields a higher score. Note that items cannot be used, and the BG initial value is fixed at 3. To maintain Soul while attacking, use high-damage skills with stun effects. Frequently trigger Break Soul to continue the combo.

First-time Rank Rewards

Rank	Rewards
1st place	Magi Lu Ground Norumin H, Magi Lu Ground Norumin B
2nd place	Izen Wind Norumin H, Izen Wind Norumin B
5th place	Rokurou Fire Norumin H, Rokurou Fire Norumin B
917	Velvet Water Norumin H, Velvet Water Norumin B

TL Coins Obtained

TL Coins Obtained = Score (Character Level × 7) [This Ranker’s Rank (Highest Rank 1)] + 10 + Score Bonus

Secret techniques do not have a time limit for limiting time during performance, and damage is added as well. It is most efficient to activate it just before it ends.

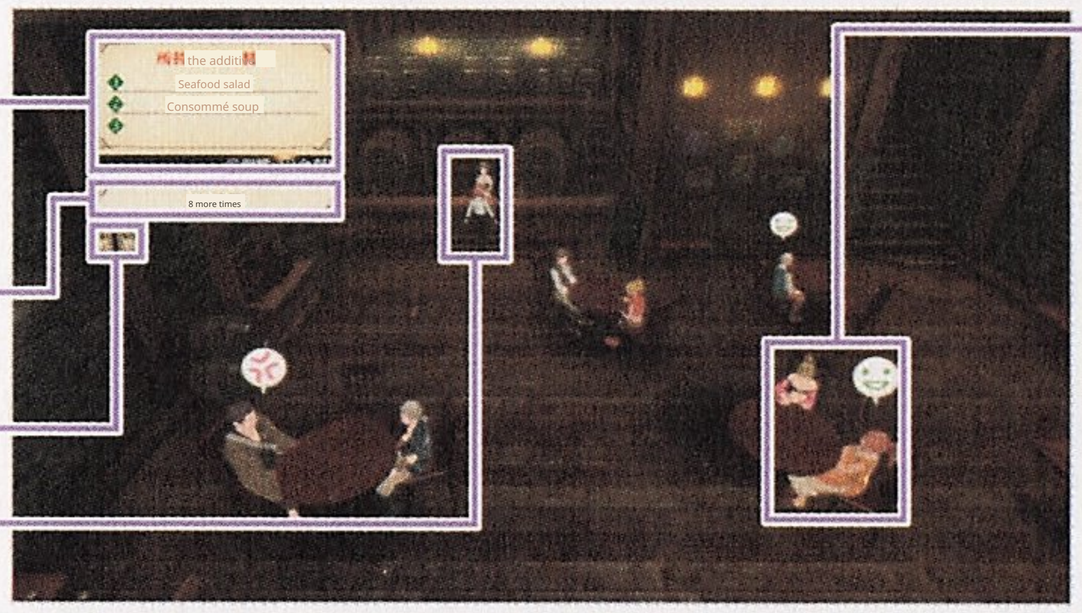
Character action count and the number of skill uses, as well as consecutive hits defeated, can be used to farm the required counts for ranking up certain titles.

Serving Game

Accept the customer's order, and deliver the correct dishes in the specified quantity to clear. Three stages are prepared for each character, and you can initially challenge with the "Lafiset." If all three stages are cleared, you receive a reward.

Meal-serving outfits become obtainable, and you will then be able to attempt challenges with Velvet. You don't need to deliver in the order you received the requests, but note that you must hand them to customers in the order you picked them up at the counter (top to bottom of your inventory list).

How to View the Screen



The held dishes

Delete from the top with the button,

Delete all with the button

Need to deliver before clearance

Remaining number of certain dishes

Number of failures allowed

Tell the chef the order

Counter for receiving dishes

Customer and speech bubble icon

Awaiting order
Waiting for the customer to place an order

Awaiting dishes
Waiting for the dish to arrive

Satisfaction
The correct dish has been delivered

Frustration
Waiting for order or waiting for food for a certain amount of time has passed

Anger
A certain amount of time has passed due to frustration. The number of failures is counted

Menu list

Rifiset	Velvet	Rokurou	Eleanor, Eisen, Maguru	
Sweet Curry	Tofu Salad	Seafood Salad	Tofu Salad	Chicke
Mabo Curry	Seafood Salad	Consomme Soup	Seafood Salad	n Lasagna
Risotto	Consomme Soup	Cheese Soup	Consommé	Gratin
Bread	Sweet Curry	Borscht	Cheese Soup	Chanchan-yaki
Chawanmushi	Mabo Curry	Sweet Curry	Borscht	Chawanmushi
Fruit Cake	Lasagna	Risotto	Sweet Curry	Uma-tea
Purin	Chanchan-yaki	Bread	Mabo Curry	Fruit Cake
	Chawanmushi	Meat pie	Risotto	Peach pie
	Fruit Cake	Chicken	Bread	Banana Pie p
	Peach pie	Chawanmushi	Meat pie	udding
	Banana pie	Uma-tea		
	Purin	Fruit Cake		
		Purin		

The number of dishes that can be carried at once and the number of times you can fail

Challenger	Number of dishes	Number of allowed failures
Rifiset	2 items	Up to 2 times
Velvet	3 items	Up to 3 times
Rokurou	2 items	Up to 2 times
Eleanor	3 items	Up to 3 times
Issen	4 items	Up to 2 times
Magilou	3 items	0 rounds

TL Coins received on clear (※)

Challenger	Stage Stage 1	2	Stage 3			
			Three failures	two failures	one failure	zero failures
Rifiset	50	120	—	250	275	300
Velvet	60	150	330	363	396	430
Rokurou	90	220	—	470	545	620
Eleanor	140	330	670	736	803	870
Issen	210	480	—	930	1055	1180
Magilou	300	670	—	—	—	1550

If you fail to clear, you will receive 10 sheets as a uniform rule

First clear reward (※)

Challenger	Rewards
Rifiset	Lyphisette serving costume, server's bow tie
Velvet	Velvet - Serving Costume, Waiter's Ribbon Tie
Rokurou	Rokurou - Serving Costume
Eleanor	Aizen - Serving Costume
Aizen	Elena - Serving Outfit
Magilou	Maggurio - Serving Outfit

※You must clear up to Stage 3

Challengers, stage-specific number of customers, and required number of orders (※)

Challenger	Stage 1		Stage 2		Stage 3	
	Customers	Order	Customers	Order	Customers	Order
Rifiset	2 people	3 items	2 people	4 items	3 people	6 items
Velvet	6 people	6 items	7 people	8	7 people	10
Rokurou	4 people	7 items	5 people	9	5 people	11 pieces
Eleanor	7 people	9	7 people	11 pieces	8 people	13 pieces
Issen	7 people	12 pieces	7 people	14 pieces	8 people	16 pieces
Magilou	8 people	12個	8 people	16 pieces	8 people	20 pieces

※ Clear by delivering the correct dishes with the required number of orders

Jump! Bienfu

Press the designated button in succession to help Bienfu gain sp eed, then jump from the pier into the sea to compete for distance. If you press the button at the right timing on impact with the water af ter the jump, you can bounce and increase the distance.

The timing just before landing
The farther you press, the farther you fly.

TL Coins Obtained

TL Coins earned = distance + square root of ranking position

Rewards for rank 1

Difficulty	Rewards	Initial Rank 1st Record
First Rank-in (※)	Raifiset Bienfu H, Raifiset Bienfu B	—
Easy	Rokurou Bienfu H	130m
Normal	Magiru Bienfu H	230m
Hard	Velvet Bienfu H	290m
Extra	the ride Bienfu	380m

※Regardless of difficulty, first time ranking

How to operate by difficulty level

Difficulty	Running Controls (※)
Easy	■ spam tap in quick succession
Normal	→、■ in order, rapid taps
Hard	→、■、←、● in order, rapid taps
Extra	↑、Public、←、●、↓、✕、→、■ in order, rapid taps

※ The jump over the obstacle is performed by pressing L1 or R1 to jump, then ru n. Among the buttons used for control, press the ones shown on the screen.

Ojimen

Mini-game that aligns the rapidly changing uncle's face to match the expression on the far left. If you can align three at l east once during five attempts, you clear. As you progress to i ntermediate and advanced levels, the variety of expressions in creases and the speed of changing expressions also increases.

Wherever you play, expressions
The order in which things change is the same.

TL Coins Reward

Difficulty	Beginner	Intermediate	Advanced
Rewards	100 coins	1000 coins	3000 coins

Fishing

In this mini-game, you receive TL coins based on the ran k of the fish caught. You only need to choose the bait to be used, and the fish will be caught automatically. There is o ne boss that can be caught at each fishing location, and if you catch the boss at all six locations, you will receive the a ttachment “Crown of the Fish King.” Collect “Emperor Ants” in Figarl Snowfield and the Calm Forest (2) to challenge.

TL Coins Reward

Fish Rank	Use fishing bait			TL Coin
	Hookroach	Nekomimi	Emperor Ant	
Rank 1	1.1%	4.5%	9.3%	500 coins
Rank 2	5.3%	14.9%	34.9%	28 pieces
Rank 3	15.8%	22.4%	34.9%	22 pieces
Rank 4	25.3%	20.9%	9.3%	16 pieces
Rank 5 (Boss)	52.6%	37.3%	11.6%	10 pieces

“Fishing spot and fish caught

Fishing spot	Rank 1	Rank 2	Rank 3	Rank 4	Rank 5 (Boss)
Calm Forest	Loach	Yamame	Rainbow Trout	Eel	Golden alpine char
Manan Reef	Rockfish	Flounder	Tiger Pufferfish	Longtooth Grouper	Coral-pink oarfish
Burnark Plateau	Crayfish	Prawn	Nigoi	Catfish	Amber horseshoe crab
Bridget Gorge	Uguisu	Pale Chub	Cherry Salmon	Huchen	Pearl-colored arowana
Gaibrook Ice Land	Wakasagi	Mullet	Japanese Amberjack	Red King Crab	Emerald-green marlin
Normin Island	Sea Cucumber	Soft-shelled turtle	Anglerfish	Black drum	Lapis-blue coelacanth

Character Card

A mini-game with rules similar to Hanafuda, using character cards from past series. Victory is achieved if your score is higher than your opponent's in a best-of-3 match. Prioritize aiming for roles like "Ninja" or "Royal Princess" which are formed with two cards. Once a role is formed, it's best to end without choosing "Continue".

Acquired TL Coins

Acquired TL Coins = 100x (Difficulty Adjustment + 1) + Score Difference squared [(3 - Difficulty Adjustment) squared × 5] + Score Difference × [(Difficulty Adjustment + 2) squared]

※Difficulty Adjustment: Beginner = 0, Intermediate = 1, Advanced = 2

First Clear Reward

Opponent	Location	Rewards
Third Son (Genius) Lenid Eisen's Glasses Second Daughter (Princess) Isult Pirate Hat Second Son (Nobumichi) Rogres Collar Eldest Daughter (Shinobu) Stoneberry Dog Ears (Black Shiba) Eldest Son (Warrior) Taliesin Pompadour Father (Fudasamurai) Nekonin Village Eisen Boss Outfit ※Rewards are obtained by winning on Intermediate difficulty (only Father requires Advanced). For everyone except Father, the order of challenge is free, and if you defeat the five characters from the Third Son to the Eldest Son on Intermediate difficulty, you can challenge Father. Only Father can be challenged on Advanced difficulty.		

Role List

Role	Conditions	Score
Valorous Hero	Five or more talismans	25 points; from the 6th talisman onward, an additional 2 points per talisman
Separated from the sleeve	Three or more talismans	20 points. From the 4th talisman onward, an additional 10 points per talisman;
A remarkably gifted genius	Four talismans	40 points
Ninja	Two talismans	10 points,
◎Princess of the Royal Family	Two talismans	10 points,
Cute companion	Three talismans	25 points
Ally	• Have at least 10 cards,	Score 5: From the 11th card, each adds 1
Titles ( ) ※	with 6 cards of the same title	point

Note: The character name should become a title such as "TALES OF PHANTASIA"

Character Card List (※)

Title: TALES OF PHANTASIA (Tales of Phantasia)

Kres
[redacted]

Mint
1. Ally

Arche
Ally

Kraus
Ally

Suzu
Ninja

Chester
Ally

Title: TALES OF DESTINY (Tales of Destiny)

Stun
○ War-seasoned Hero

Rute
II Allies

Philia
Ally

Woodrow
① Ally

Rion
Parting Ways

Conman
(A y

Title: TALES OF ETERNIA (Tales of Eternia)

Rid
Seasoned Hero

Fara
Ally

Keel
Ally

Merdi
Cute Partner

Chat
Ally Ally..

Fog
Ally

※ When playing, an icon indicating the type of card will be displayed at the bottom right of the card

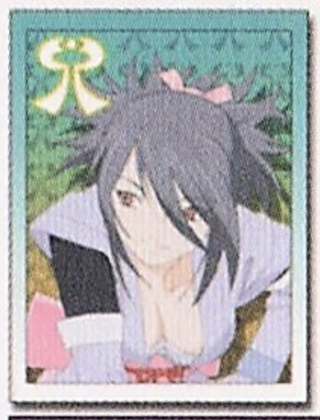
Title: TALES OF SYMPHONIA (Tales of Symphonia)

Lloyd — Seasoned Hero

Collette — Ally

Genis — Extraordinary prodigy

Refill — (0) Ally



Shina — Ninja

Zelos — Parting Ways

Title: TALES OF THE ABYSS (Tales of the Abyss)

Luke — Seasoned Hero

Gai — Ally

Tia — Ally

Anis — Cute partner

Jade — ② Unparalleled prodigy

Natalia — Princess of the royal family

Title: TALES OF VESPERIA (Tales of Vesperia)

Yuri — ○ War-seasoned Hero

Estelle — ○ Queen of the Wang Family I

Carol — Ally

Rita — An Unparalleled Prodigy

Raven — One Who Parts Ways

Judith — Ally

Title: TALES OF GRACES

Asbel — Seasoned Hero

Sophie — Ally

Shelia — Ally

Marik — 4 Allies

Pascal — A rare prodigy

Hubert — Ally

Title: TALES OF XILLIA (Tales of Xillia)

Mira — Veteran hero

Jude — Seasoned Hero

Elise — Cute Partner

Alvin — Parting Ways

Leah — Ally

Loen — Ally

Flag Checker

Race against the time to collect all the cats flags placed on the course while riding the rare board. To play, you nee d to unlock the Earth Spirit Tree. There are on the course

The key to shortening the time is to use two types of a cceleration items. When you touch the Acceleration Wi ng while riding the rare board, you can accelerate rapi dly. The Stock Wing can be carried up to five, and whe n riding the rare board and pressing the button, it pro vides a momentary speed boost. If you collect all the c at flags within the target time, you will receive items.

How to rapidly execute an 180-degree turn

Disembark | Turn around | Ride to accelerate

Step off the rare board briefly, tilt the left stick downward to turn, then immediately ge t back on the rare board and use the Stock Wing to accelerate.

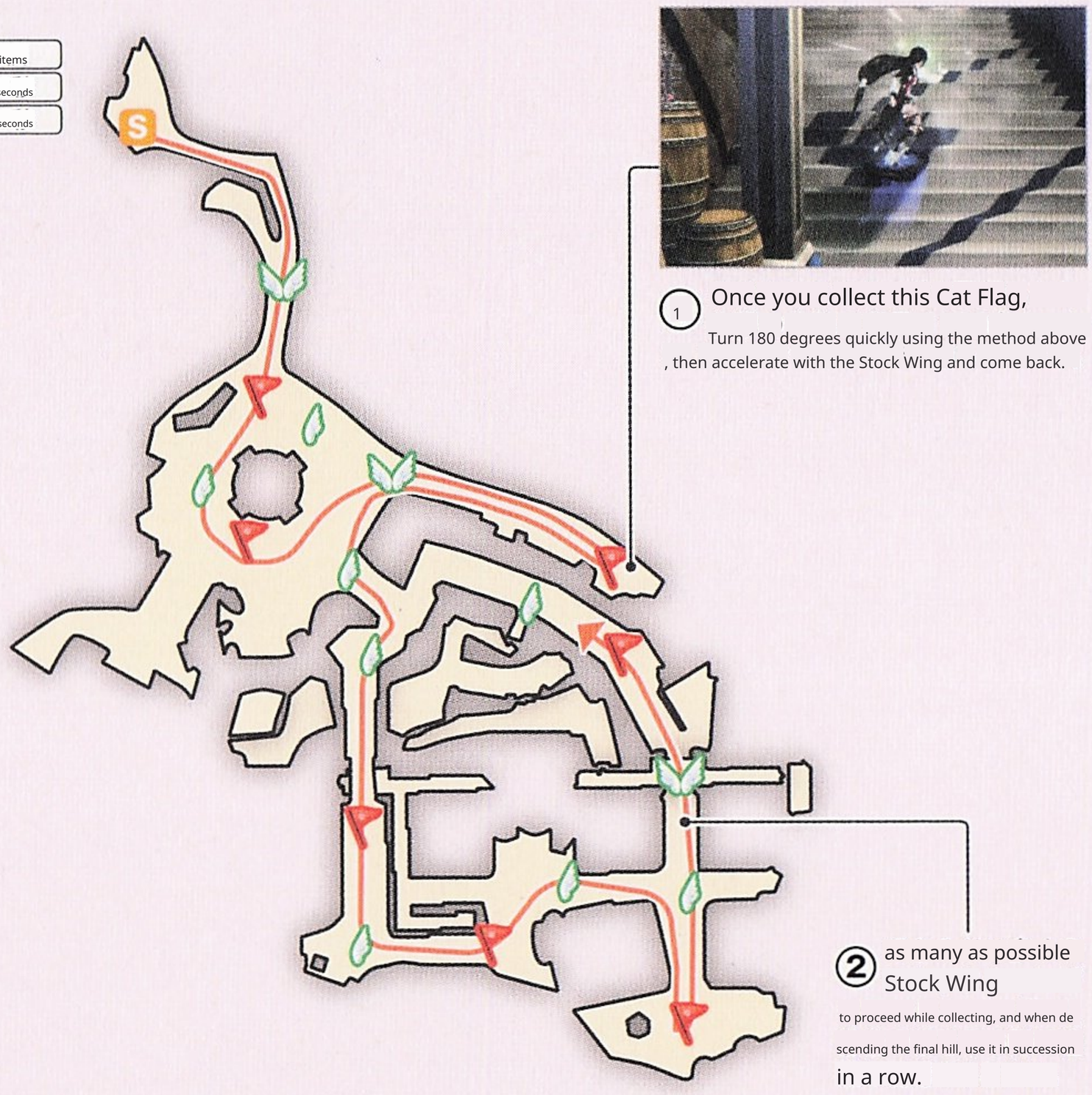
TL Coins Earned and Rewards

Location	TL Coins Obtained	Rewards for meeting the target time
Tarieshin	Clear Bonus = 10枚, Special Bonus = 100枚	Rare Board "Tatami
Izurut	Clear Bonus = 10枚, Special Bonus = 150枚 (from the 2nd time onward: 300枚)	Beady-eyed Glasses
Ruarine	Clear Bonus = 20枚, Special Bonus = 150枚 (from the 2nd time onward: 500枚)	Rare Board "Pirate

Time bonus TL coins earned = special bonus × (2 - clear time (seconds)) ÷ Target Time (seconds))

Course: Tariesen

Cat Flag Count	7 items
Target Time	36 seconds
Target Time (from the 2nd time onward)	27 seconds



① Once you collect this Cat Flag,

Turn 180 degrees quickly using the method above , then accelerate with the Stock Wing and come back.

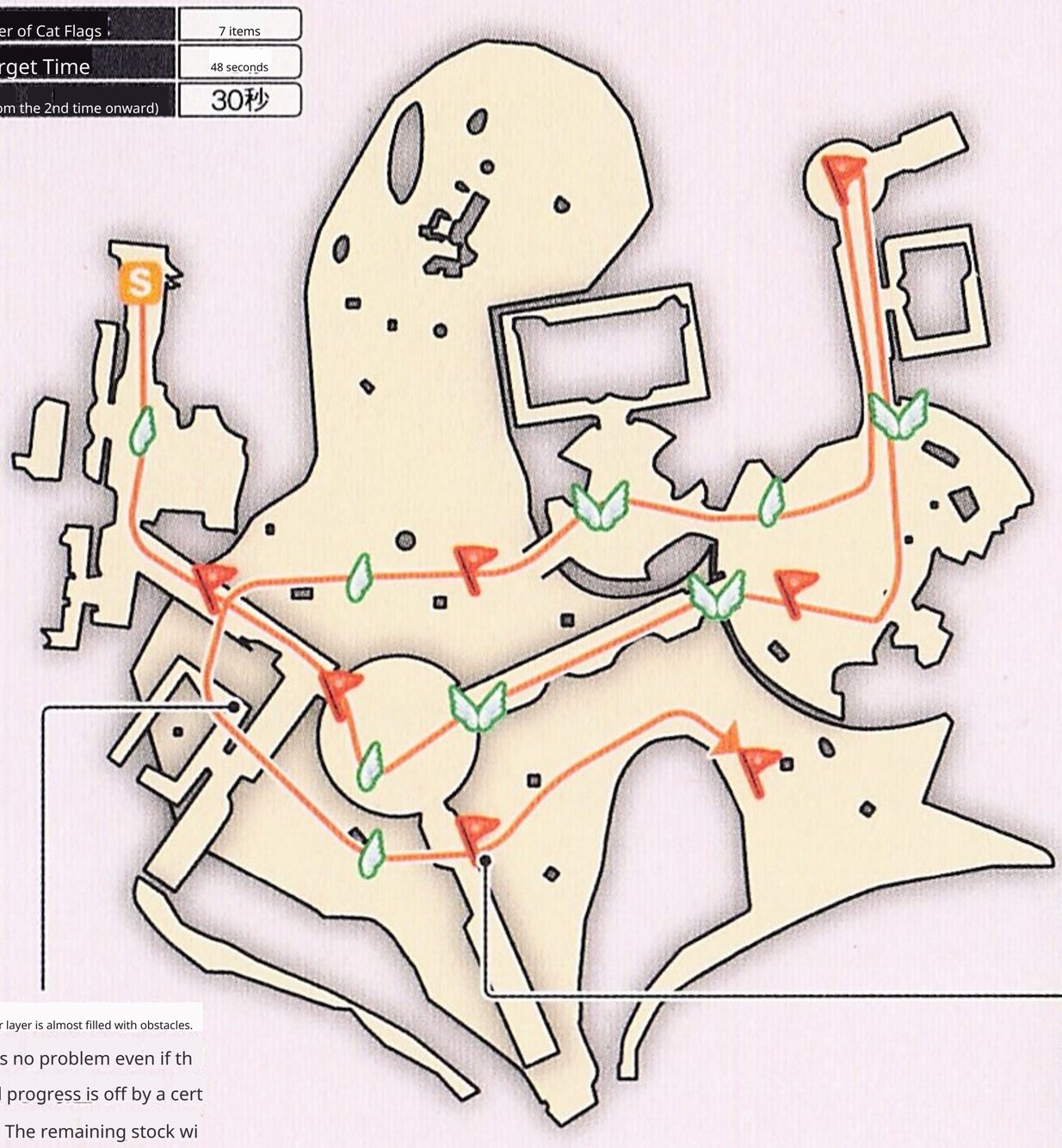
② as many as possible Stock Wing

to proceed while collecting, and when de scending the final hill, use it in succession in a row.

S start location　ねこフラッグ　M Accelerator Wing　Accelerator Wing (Stock Wing

Course: Izurt

Number of Cat Flags	7 items
Target Time	48 seconds
Target Time (from the 2nd time onward)	30秒



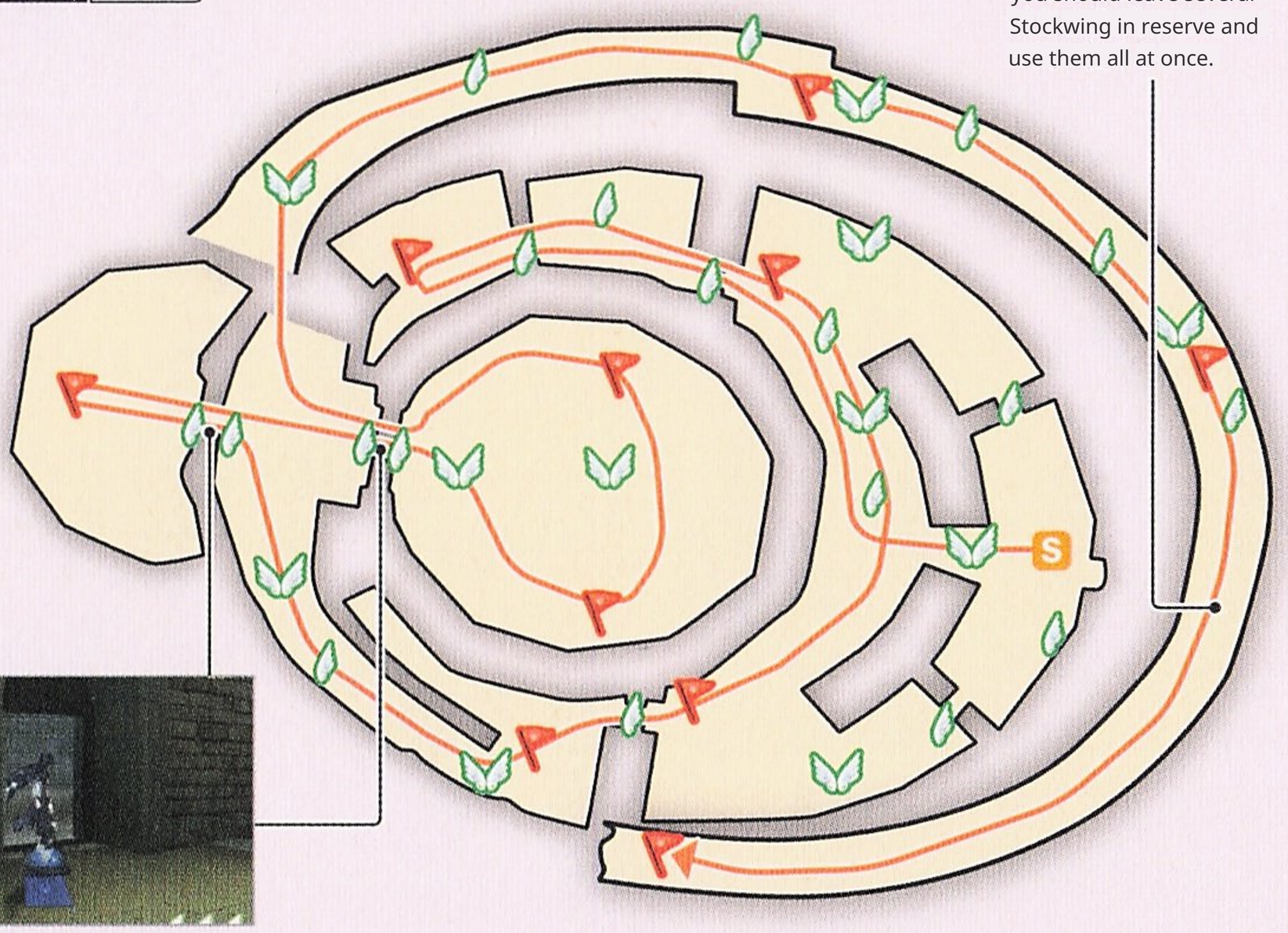
① The lower layer is almost filled with obstacles. There is no problem even if th e directional progress is off by a cert ain amount. The remaining stock wi ng(s) will become the final cat flag. Let's use it before obtaining it.

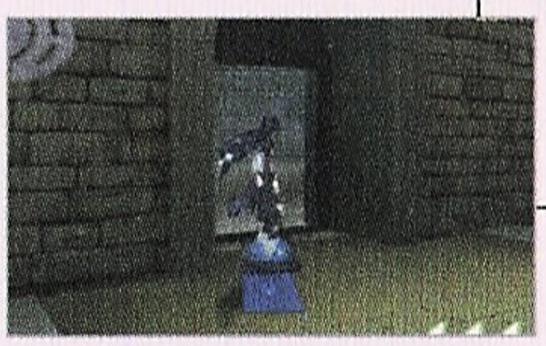
② This cat flag is located on the lower floor Because I want you to avoid mistakes.

Course: Rauraine

Number of Cat Flags	10
Target Time	60 seconds
Target Time (from the 2nd time onward)	48 seconds

② The final passage is extremely long, and there is no ac celeration wing. By this point you should leave several Stockwing in reserve and use them all at once.





① The entrances to these two rooms are narrow, s o proceed carefully without accelerating.

Coin Getter

Like Flag Checker, this is a mini-game that uses rare boards. The course has many cat coins placed around, and you compete to see how many you can collect within the time limit. If you collect at least the required number, you clear and receive items. Also, although extremely difficult, if you succeed in obtaining all coins, you will receive a special bonus TL coins. Additionally, if you clear all courses of Flag Checker and Coin Getter, you will receive the attachment “Sitting Grimmoire.”

In places where cat coins are densely placed, it’s easier to collect them if you first dismount from the rare board and move on.

Acquired TL coins and rewards

Location	Acquired TL Coins	Reward when reaching the target score
Beazrei / Brigitte Valley	10+ cats coins collected. When the target score is reached, +100; when all cat coins are collected, an additional +200	Angry hair
	20+ cats coins collected. When the target score is reached, +200; when all cat coins are collected, an additional +250	Rare board ・ Cerberus
Normin Island	50+ cats coins collected. When the target score is reached, +300; when all cat coins are collected, an additional +400	Devil's tail

Course: Beazrei

Total number of cat coins	120 coins
Target score	100 coins
制限時間	48 seconds

① Get off the rare board and collect cat coins while proceeding
Take the quick wing.

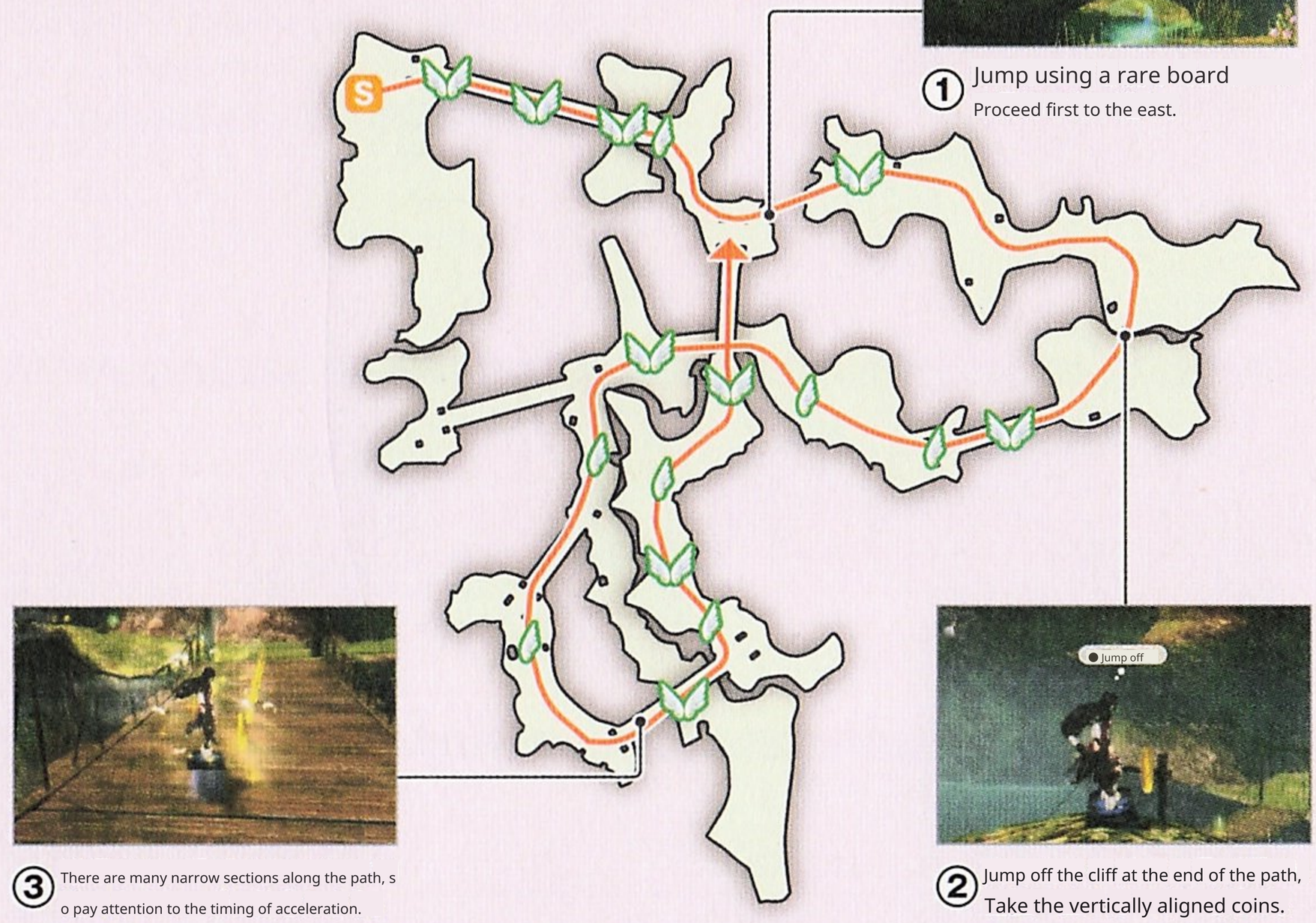
② Coins densely gather in a circular pattern around here, let's walk to collect them.

③ When climbing this slope
Stock wings
Use them. Follow the route and if there is time left, there will be猫コ removed
Collect the Ink.

S Start Location ✓ Accelerating Wing (Stock Wing

Course: Brigitte Valley

Total number of cat coins	170 sheets
Target Score	130 sheets
Time Limit	1 minute 12 seconds



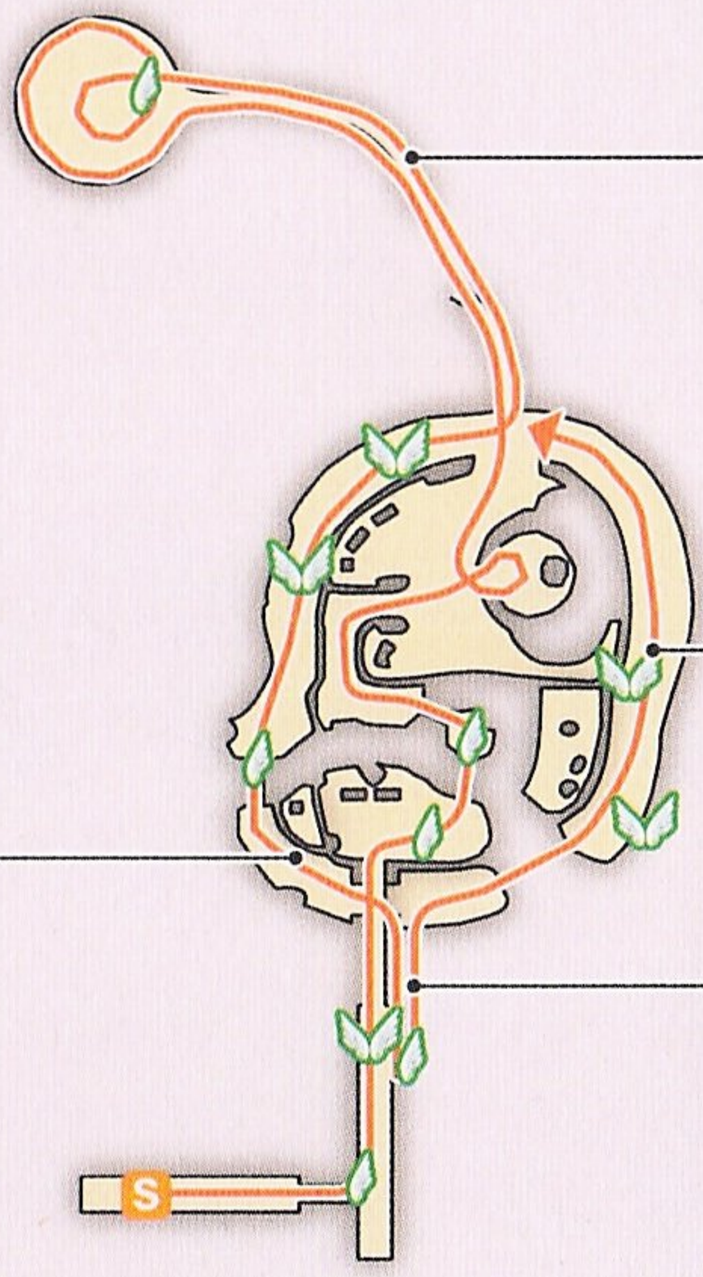
① Jump using a rare board
Proceed first to the east.

③ There are many narrow sections along the path, s o pay attention to the timing of acceleration.

② Jump off the cliff at the end of the path,
Take the vertically aligned coins.

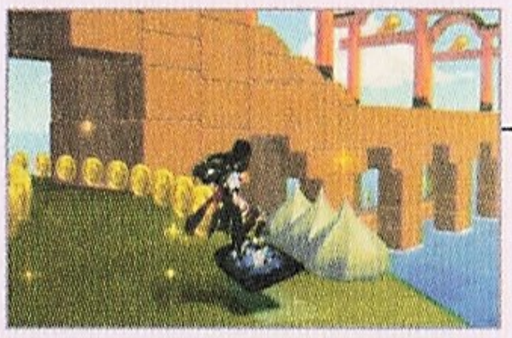
Course: Normin Island

Total number of cat coins	315 pieces
Target Score	280 pieces
Time Limit	1 minute 48 seconds



① There are cat coins placed at both ends of the long slope. Return to the plaza.
Since we will come back after, on the descent, le t's obtain the coin on the opposite side.

④ Two Accelerau
We proceed while collecting coins without taking the Ring.



② The coins are placed on both sides as well. Obtain the opposite side.
It can be cleared without doing it, but if th ere is time, I will come back.

③ If you collect the coins under the bridge, m ake an 180-degree turn and return.

Nor Mo Shon

A memory-like mini-game where you find matc hing pairs among 25 Norumin that perform the sa me actions. The color and motion combinations of Norumin change randomly each time. Among the Norumin wearing horns and sunglasses, there is exactly one miss. If you pick the miss, the arrange ment will be shuffled and you will also lose TL coin s, so leave it for last.

First-time reward for clearing within 3 minutes

Raifaset / Phoenix Norumin B, Raifaset / Phoenix Norumin H

TL Coins Obtained

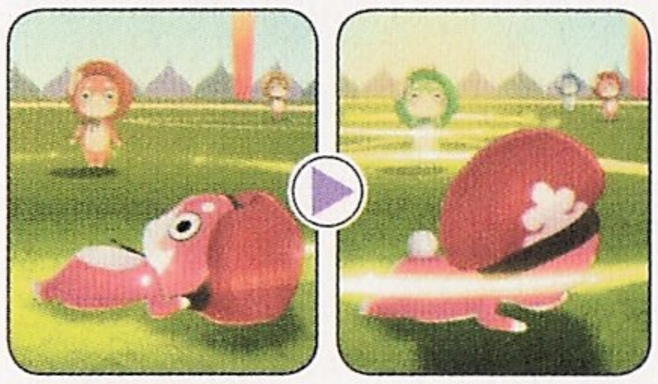
TL coins earned = 200 + 200 × (2 − clear time (seconds) ÷ 180)

Note: If you clear without hitting any miss, you will receive an extra +500 as a miss bonus

Norumin color

Norumin motion

① Lying on your back



② Sexy pose

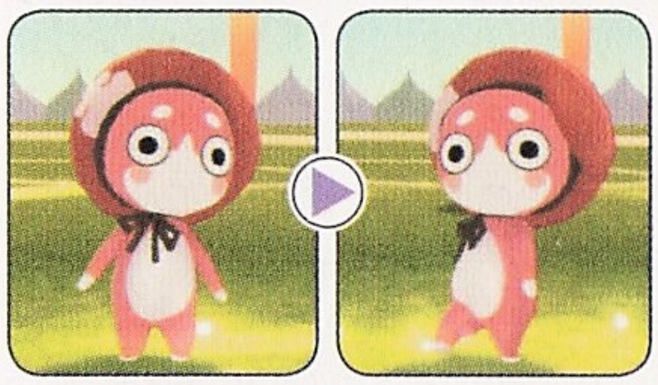
③ Lean back in surprise

④ Hands up

⑤ Lean back the upper body and lean forward

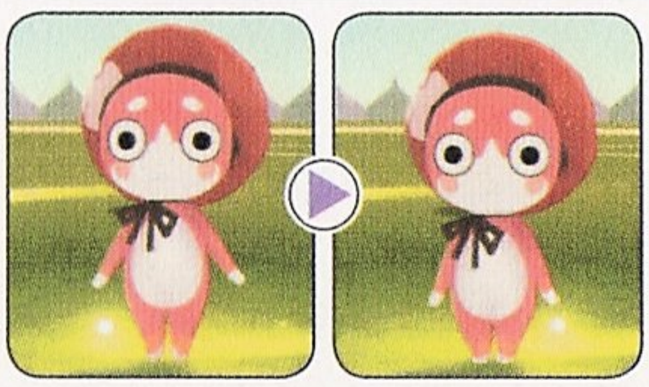
⑥ Look down

⑦ Right leg step forward



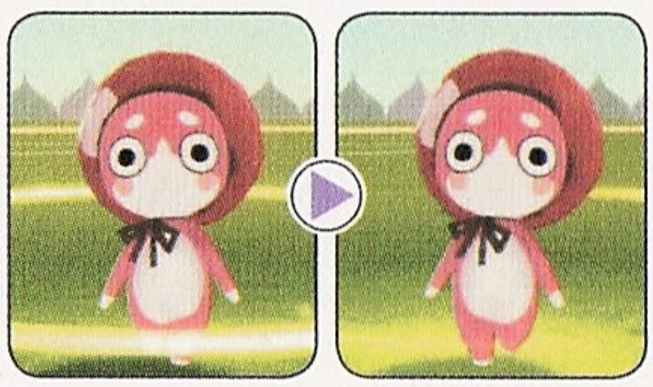
⑧ Put a hand on the chin and smile

⑨ Stand upright with arms extended to the sides

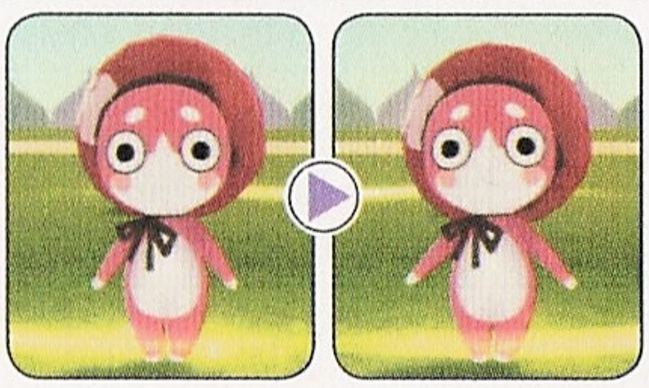


⑩ Run while swinging arms

⑪ Walk slowly



12 Stand almost motionless



Slide Puzzle

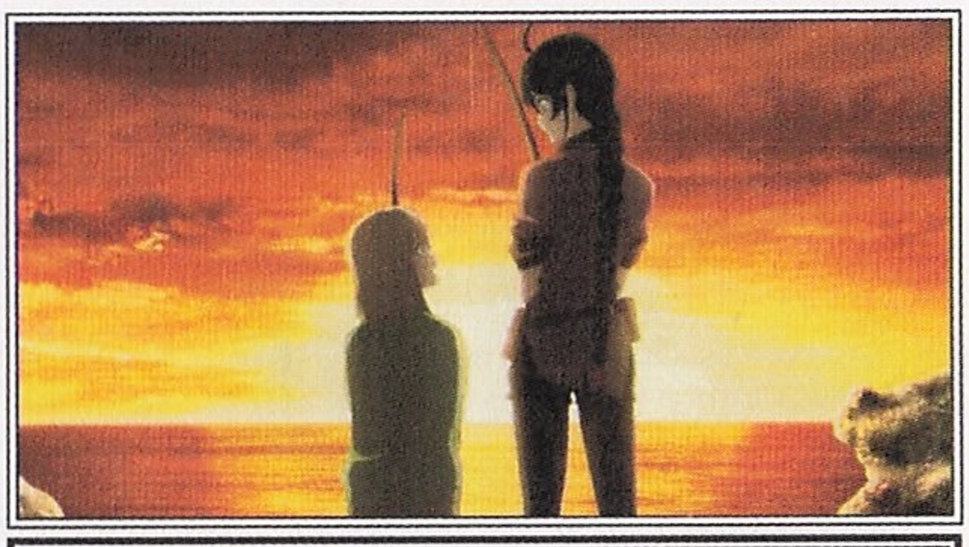
A puzzle where you slide illustrations, divided into a fixed number of pieces for each difficulty level, to complete them into the correct shape. Once you clear a level, you can challenge the next difficulty, and as you progress to intermediate and advanced levels, the number of pieces and the standard time increase. Even if you exceed the standard time, you will still clear the puzzle if you complete it, but if you clear it within the standard time, you will earn more TL Coins as a bonus. There is no difference in rewards based on the illustration, and you can challenge unlocked difficulty levels even for illustrations you haven't cleared before, so choose your favorite illustration.

Rules for each difficulty level and earned TL Coins

Difficulty	Standard Time	Number of Pieces	Clear Bonus	First Clear Bonus
Beginner	1 point	9	100 coins	100 coins
Intermediate	3 points	16	300 coins	300 coins
Advanced	5 points	25	500 coins	500 coins
Top level	30 points	100	1000 coins	10000 coins

TL coins earned from time bonuses = Clear bonus × (2 − Clear time (seconds)) ÷ Baseline time (seconds)

The character is easier to identify than the background. "Death God and Too Wacky Friends" is the easiest to clear.



“You know, beyond the sea...”

『Huge Item Obtained~♪』

“Death Gods and Way Too Funny Companions”

“In the Aurora City”

“The Future She and He Wish For”

Class A Hunt

A formidable enemy that appears in dungeons and on the field, called a Class A Warning Demon.
Although tougher than enemies encountered nearby, if defeated you will obtain a magic crystal and a reward of gald. Aim to defeat all 31 in total.

The Mainland is infested with Class A Alert Demons

Class A Alert Demons number 31 in total. Once you advance to the main 20, you can get information about Class A Alert Demons from the information broker, Blood-winged Butterfly, in the town. In the library, additional information about the location and how to obtain Magic Crystals for hunting Class A is added under the "Hunt by Class A" section. If you missed any, go out and defeat them. This section introduces攻略 (攻略) for 23 of the 31 demons. For the remaining 8, please refer to the corresponding sub-episode explanatory pages.

Magic crystals obtained by defeating Class A vigilant demon often have convenient effects. They make exploration and攻略 easier, so it is good to defeat them early.

List of Class A Watcher Demons

No.	Aliases	Name	Lv.	Habitat and Notes	Reward Geld	Explanation
1	A Screaming Demon-faced Bat	Bat Baron	10	Hadlow Swamp Den (→P100)	1200	P199
2	Hundred-Death Great Axe Ape	Oak Kong	18	Dana Road (→P107) SUB 10 “Roclow Cut Demon Sword I” Must Fight	1350	P162
3	Creeping Mother Cobra	Echidna	17	Garis Lake Road (→P108)	1800	P199
4	A round thing that rolled into the darkness	Dung Beetle	18	Royal Capital Underground Passage (→P110)	1950	P199
5	The Spider Woman Who Binds Too Much	Spider Elizabeth	20	Ivorc Ruins (P114) →	2100	P199
6	Wings of Light That Proclaim Death	Horace	21	Briggitt Gorge (→P115)	2200	P200
	Long thing that comes in seven wraps	Ouroboros	25	Westar Shaft (→P116)	2550	P200
	Fairy who desires life	Trickster		Nord Marshes (→P119)	2800	P200
9	wandering carnivorous plants	Evil Plant	28	Warg Forest (→P120)	3000	P200
	Unstoppable, relentless暴狼	Breed Wolf	29	Burnauk Plateau (→P103)	3150	P201
11	Sword-Slaying Iron Serpent Scorpion	Sekhet	36	Eastern Laban Cave (→P163) SUB 10 “Rokurou the Slashing Demon Sword II” must fight	3500	P162
12	Rend the Flesh Meteor	Harpy Lucky	35	Makrill Beach (→P123)	3700	P201
13	Sea-Ruling Great King	Kraken	32	Manan Reef (→P125)	4000	P201
14	A Swallowing Parasite of the Companions	Gluttony	35	Holy Temple Parademis (→P126) SUB 21 “The Gluttonous Demon” must be fought	4350	P170
15	Oni Wolf Roaring at the Moon	Managalum	41	Figar Snowfield (→P98)	5000	P202
16	Ghost Bird Carrying a Rainbow	Peacock King	42	Aldina Grassland (→P130)	5350	P202
17	Ferocious Serial Killer Tree	Dryad	42	Dvar Forest (→P165)	5700	P202
18	One-Hit KO Stench Attacker	Dangerous Scent	44	Burnaha Lakeside Road (→P135)	6000	P203
19	Giant Beast That Devoured Thirty Caravans	Behemoth	46	Morgana Forest (→P136)	6800	P203
20	The Decayed Silver Carcass	Full Metal Bone	49	Forest of Calm (2) (→P138)	7200	P203
21	Gold-Sodden Golden Insect	Million Dollar	52	Bailedo Marsh (→P140)	7800	P204
22	Malignant Pleasure of Degeneration	Succubus Queen	50	Titania (2) (→P128)	8400	P204
23	Death-forgetting Sorcerer	Phantom	54	Geomancy (3) (→P173)	9600	P204
24	Broken Experimental Sacred Servant	Giant Elk King	55	Foldis Ruins (→P132) SUB 22 “Broken Sacred Servant” Always engage in battle	11000	P171
25	Blood Plasma Scattering Crystal	Spectral Crystal	52	Gaibluck Ice Region (→P146)	12500	P205
26	A Noble Aristocrat Fallen into Evil	Lancelot	61	Vorutigan (→P104) SUB 10 "Giriroku Ryouma Demon Sword III" must be fought	15000	P162
27	The Mountain Range That Slaughters Challengers	Titan	57	Kirarausu Volcano (→P148)	18000	P205
28	Depraved Demon Witch Who Forgot Moderation	Depplitch	62	Zamarl Bell Cave (→P167) SUB 14 “Magilou’s Arcane Extravaganza 8” Must Fight	21000	P166
29	A Greedy Bandit with Three Hundred Priors	Bosstroll	64	Haria (→P124) SUB 20 “Wishes of Mothers 4” Must Fight	25000	P170
30	A Shadow Whispering a Curse	Demons Rod	66	Cursed Land (→P144)	29000	P205
31	A Dragon Knight who Repelled the Superior	Ryū Majin	67	Stellar Lord’s Seat (→P112) SUB 10 “Rokurou Zanma Ken IV” must fight	35000	P162

No. 1 Screaming Ghost Bat Bat Baron

Habitat: Hadlow Marsh

The Type A alert demon who can be the first to fight is the weakest. Four bats appear at the same time; even if you defeat them, Bat Baron will summon reinforcements again with "Call allies." To prevent interruptions to attacking Bat Baron, wipe out all the bats that first appear, then focus your attack on Bat Baron. If you set your ally's tactic to "Target other enemies," you can respond immediately to the reinforcements. Bat Baron's "leap ultrasonic" has a long-lasting hitbox and, with a certain probability, can stun.

It is a dangerous technique that can be dangerous if used. Try to approach by circling widely to avoid being hit, and close in. The "Airborne Evasion Wind Crystal" obtained when defeating an enemy allowsyou to recover after being blown away, making it easier to counterattack against strong foes. ▼ Boss data

Bat Baron P252

Lv. 10 HP 9047 Weakness: None Resistance: None

Remarks: When HP is below or equal to 32%, Defense increases by +30%. Tiny ×4 appear simultaneously

No. 3 The Crawling 蝮 Mother Echidna

Habitat: Garris Lake Trail

Ekidna has high magical defense but relatively low physical defense. By focusing on water-elemental techniques and ultimate moves that exploit its weaknesses, you can deal damage efficiently by aiming for vulnerability combos. In the early stages of battle, there are few dangerous attacks, but when HP drops 術 to 32% or below, skill effects raise its attack and it will start rapid-firing powerful spells like "Breeze Swarm." Stay positioned close to Ekidna and maneuver so that you can interrupt its casting as soon as it begins. Also, when Soul is level 4, it will unleash the "Screw"...

"Driver" has high power and also reduces concentration by 60%, but staying away or dodging left and right with the Around Step will prevent trouble. Since most attacks are of fire attribute, equip "Fire Ring" in advance and challenge. ▼ Boss data

2 Echidna P232

Lv. 17 HP 15718 Weakness Water Resistance Wind

Notes When HP is 32% or lower, increases magic attack by +30%

No. 4 The round thing that rolled into the darkness: a pill bug (dango mushi)

Habitat: Underground Pathway of the Capital

Dung beetles have lower spell defense than physical defense, so for allies, focus on offensive magic with healing (holy binding) and approach in melee to prevent interrupting their spellcasting. Many enemy attacks are straight-line charges. By moving with awareness of dodging through side-to-side around-step maneuvers, you can minimize damage taken. Note that the dung beetle has a troublesome skill: when allies are paralyzed, its attack power increases by 30%. The paralyzing effects are caused by "Hyper Spin" and "Manly Stance."

In particular, vigilance is required here. Because the "Hyper Spin" still deals damage during the dash spin, if you aim to counterattack, be sure to avoid the dash first. For paralysis resistance, don't forget to prepare a "Panacea Bottle."

▼ Boss Data

Dung Beetle P247

Lv 18 HP 15415 Weakness: Wind resistance Note: When you paralyze the enemy, attack power increases by +30%

No. 5 The Spider Queen who binds too tightly: Spider Elizabeth

Habitat: Ivolk Ruins

Spider Elizabeth has high magical offense and uses powerful spells such as "Gravity" and "Tornado Fire." Her magical defense is low, so increase damage by using ultimate skills or sanctified magic. Both race and elemental attributes have many weaknesses, so cooperate with allies to exploit these weaknesses. The enemy has the skill to gain a barrier up to 5 hits while chanting, so rather than trying to interrupt the chant, keep your distance and focus on dodging the spells. Also, "Spider Net" and "Slow Break" have a high chance to apply heavy slow status.

To lessen the slow effect, prepare skills that reduce slow, or counter with "Panacea Bottle" or cooking. When Soul reaches 5, it will use "Scythe Slash Chaos" which is very powerful, but you can dodge it by moving to the side.

▼ Boss Data

Q: Spider Elizabeth P244

Lv. 20 HP 20901 Weakness: Fire, Wind resistance none, Ground

Notes: Chanting grants steel skin up to 5 hits

No. 6 The Death-Signalling Wings Horus

Habitat: Briglit Valley

Appears simultaneously with three harpies, and Horus' stats are increased by 10% due to the Enhancement Link. First, wipe out the harpies to break the Enhancement Link. To attack Horus, aim for the weaknesses through the Magi-ru's "Summoning Spirit" weak-link that can strike all three weaknesses at once. After the weak-link is established, switch control to a character with high-powered skills to penetrate its low defense. The enemy's defense rises as its HP decreases, but you can still press with skills. When HP is 75% or lower, Soul

The "Mantra" used when HP is 5 in this environment creates a long-lasting attack zone around Horus. Since you take continuous damage and are slowed, keep your distance until it completely disappears and use that time to heal.

▼ Boss Data

Horace P258

Lv. 21 HP 23708 Weakness Fire/Water Resistance HP at 32% or lower adds +30% to Defense. Notes: Harpies ×3 appear simultaneously

No. 7 Long, coiling creature: Ouroboros

Habitat: Vester Excavation

For 30 seconds from the start of battle, Ouroboros will be in a defense-boosted state, and furthermore, its skills will inflict a slow effect on techniques. First, defeat the three Armored Centipedes that appear simultaneously to create a situation where you can focus on fighting Ouroboros. It's a good idea to change your strategy at the start of battle to 'Reduce Enemy Numbers.' Many of Ouroboros's attacks have a stun effect. In particular, 'Great Spin,' which it uses at Soul 5, is very powerful, and if you are stunned, you will be incapacitated.

Cannot be avoided. Once the Ouroboros starts spinning, keep your distance and focus on evasion. Also, it frequently uses "hardening" to increase its defense, so when that happens, dispel sluggishness or poison with an item or healing spell. ▼ Boss Data

2 Ouroboros P232

Lv. 25 HP 24,696 Weakness: Earth? Resistant to Fire and Wind. Defense is increasing, and it adds a slow hit at the first stage of technique.

Note: Roimid ant x3 appear simultaneously

No. 8 Fairy Prayers for Life: Trickster

Habitat: Noog Marsh

The three witches appearing simultaneously will unleash spells repeatedly to disrupt attacks on the Trickster. It's best to wipe them out early, but if you focus on attacking the witches, you may be hit by the Trickster's powerful spells. At the start of the battle, attack the witches to reduce their numbers, and as soon as the Trickster begins casting, immediately switch targets to interrupt the casting. The Trickster gains invulnerability up to 10 hits during casting, so if interrupting in time seems unlikely, stop your attacks and create distance

Distance yourself when appropriate. However, when HP falls below 25%, the spell "Insubstantal" it uses has an attack range that covers the entire combat area. This one requires all allies to unleash a total assault to interrupt the casting. ▼ Boss Data

Trickster P250

Lv. 27 HP 30527 Weakness Fire resistance none

Notes: Casts up to 10 hits of steel body while chanting. Witch ×3 are present

Appears simultaneously

No. 9 Mob moving man-eating plant Evil Plant

Habitat: Warug Forest

All techniques unleashed by the Evil Plant have wide attack ranges and high power. Since it swings its large arm-like parts flamboyantly, even if you try to dodge from the side you will often be hit. Instead of forcing to dodge with an Around Step, a reliable defense by guarding and then counterattacking from a Guard Charge is effective. If you assign a teammate who can use healing magic to a strategy that is either "balanced" or "defense-oriented," you can fight safely without worrying about guard damage. However, the Evil Plant

When HP is 75% or lower and Soul is 4 or higher, it uses "Heartbreak Shot," which has a guard break effect. It is a long-range attack directed forward, so for this move only, avoid by performing Around Steps to the left or right. ▼ Boss Data

2 Evil Plant P233

Lv. 28 HP 30683 Weakness Wind resistance Water

Notes When HP below 32%, adds +30% attack power

No. 10 Unstoppable Rampaging Wolf Breed Wolf

Habitat: Burnark Plateau

Blood-Wolf has a stun or paralysis effect on all attacks, and possesses a skill that increases its own attack power by 30% when you are paralyzed. Its attack power is high, and it becomes very dangerous when it lands repeated hits. In particular, Rolling Attack has a high chance to cause paralysis, so either equip Parallelizer Mu or immediately cure paralysis if it occurs. Blood-Wolf favors close-range multi-hits, so its attack animations are all fairly long. If you can evade with an Around Step, you can punish it with a powerful combo during that opening. Both its defense and magical defense are low, so you should exploit its weak points with any technique that can pierce them, including divine arts. If you start a combo with Roclow's Smoke Cover and Aisen's Winter Grove, you can deal heavy damage by hitting both weaknesses at once.

A chance to attack. After dodging "T", the opportunity becomes the greatest. Continuously getting snagged by "Valage Bees"

▼ Boss Data

Breedwolf P255

Lv. 29 HP 41540 Weakness: Water resistance none • Wind

Note: When you paralyze the enemy, Attack Power +30%

No. 12 A Meteor Severing Flesh and Bone Harpy Luck

Habitat: Makril Coast

Harpy Luck reduces all damage by 20 with skill effects, so if you focus on single-hit power and chain combos, you can deal damage efficiently. When attacking, starting a combo with Eisen's "Skyscraper" or Magilou's "Spirit Capture" that can hit multiple weaknesses at once makes it easier to aim for weakness chains. The attack of Harpy Luck you should be most wary of is the "Screw Driver" used when HP is below 75% and Soul is 4 or higher. This move not only has guard-breaking effects but also high power. Once you see the rising hop motion at activation, immediately dodge with a left-right hair-around step. Also, since most of Harpy Luck's attacks are wind-element, equipping the enhanced Bonas' "Wind Ring" will minimize damage received.

If it moves when you get hit, dodge and move around. The "Dancing Kick" leaps into the air, and is used when HP drops below 50%: "Rage"

▼ Boss Data

Harpy Luck P251

Lv.35 HP 41293 Weakness Fire Resistance Water • Earth

Notes All damage is reduced by 20

No. 13 Ocean-dominating great king Kraken

Habitat: Manan Reef

The Kraken's massive body makes its attacks hard to dodge, yet it also makes our attacks easier to land. Defend against Kraken's attacks and steadily recover from damage while performing weakness chains. If you start a combo with Velvet's "Shadow Spiral," two techniques will form a weakness chain. Conversely, water-element attacks will nearly nullify damage, so set allies' techniques to avoid using water-element ones. Kraken also uses "Flood Wall" and "Gulcrackers" during combat. These are attacks that you cannot interrupt easily with skills that grant armor during casting. When Kraken starts casting, keep your distance and move around to avoid getting hit.

"Tako-Sa-U" that adds paralysis

Immediately move away. To avoid getting hit, when the enemy leaps up,

▼ Boss Data

Kraken P238

Lv. 32 HP 35424 Weakness Earth Resistance Fire • Water

Notes: Gains Steel Body for up to 10 hits during the chant

No. 15 Moon-Seizing Oni Wolf Manragarm

Habitat: Figal Snowfield

Manragarm has very high attack power and a high chance to inflict status abnormalities such as paralysis or burns. In particular, when Soul reaches 4 or more, it releases a “Shockwave” with high power and guard-break effect. The attack detection spreads slowly outward from Manragarm, so if you don’t panic and keep your distance, you can endure without taking damage. However, after releasing the “Shockwave,” it will call reinforcements with “Summon Allies.” This wolf is strengthened by link enhancements, but it is not a difficult opponent. To avoid disruption of the fight with Manragarm, defeat it as soon as it appears. The ideal flow is to spend Soul to fight Manragarm, defeat the Wolf to recover Soul. For attacks, the best is Kurokuro’s powerful and two-weakness “Layered Phantom Flame.”

獣の種族特性を突ける術技ならば、増援のウルフごとまとめてダメージを与えられて効率がいい。

▼ Boss Data

Managalum P258

Lv.	41	HP	49531	弱点	水	耐性	地
備考	スタン時間を20%短縮						

No. 16 虹を背負った悪霊鳥 クジャクオウ

生息地 アルディナ草原

クジャクオウのおもな攻撃方法は、くちばしによる連続攻撃の「ラッシュ」。1ヒットあたりのダメージは小さいがスタン付加の効果があり、大ダメージにつながりかねない。予備動作が小さいので初段から回避するのは難しいが、攻撃の前半部分をガードすればアラウンドステップのタイミングをとりやすい。ステップでクジャクオウの側面に回り込んだら、敵の攻撃の隙にコンボを狙おう。弱点連携を狙うなら、アイゼンの「摩天楼」かマギルゥの「勾霊」を使うといい。クジャクオウのHPが50%以下でソウルが3以上になると、「ラッシュ」からのセットで使うようになる「羽ばたき」にも注意が必要。これはガードブレイク効果のある攻撃なので、アラウンドステップでの回避が重要になる。

ず攻撃手段をほぼ封じられる。れば、クジャクオウのソウルが増えるくちばしによる攻撃を回避してい

▼ Boss Data

クジャクオウ P238

Lv. 42 HP 41697 Weakness Fire Resistance Earth • Wind

Note: When HP is 32% or below, increases "Spell Attack" by 30%.

No. 17 Ferocious Serial Killer Tree Dryad

Habitat: Davaal Forest

The Dryad uses a variety of elemental arts such as “Freeze Lancer,” “Air Slash,” and “Gravity” to attack, and with skill effects can gain up to 10 hits of a steel body during casting, making it a formidable foe. Since it has no weak attribute, dealing huge damage all at once is difficult. Its wide attack range attacks like “Visugate” and “Grand Quake” take long to cast, so have all allies launch a total assault to interrupt the cast; for other arts, spread out and minimize damage. The various status ailments added by enemy arts are better dispelled quickly rather than blocked by skills. Note that attacks other than “Sweep” from the Dryad have wide range but not very high power. If you block reliably, you won’t take heavy damage.

“Jump Crush” guarantees stun

Prepare to guard or dodge quickly. The hit rate is high and dangerous. When the enemy jumps up

▼ Boss Data

2 Dryads P249

Lv. 42 HP 40062 Weakness none Resistance Water

Note While chanting, you gain steel skin up to 10 hits

No. 18 Smell of the Assassin: Dangerous Scent

Habitat: Luna Lakeshore Cliff Path

Among the attacks with Dangerous Scent, "Paralysis" and "Paralyze Break" have a high chance to inflict paralysis. To prepare for these attacks, equip a "Paralyze Charm" in advance to reduce paralysis, or during combat use a "Panacea Bottle" to nullify paralysis. When Dangerous Scent's HP falls to 50% or below, it will start firing "Blaze Swarm" together with "Paralyze Break" repeatedly, so you should stay more alert. Because there is a skill that grants steel skin during chanting, it is difficult to prevent these spells from activating, but you can safely endure by not panicking and keeping your distance while guarding. Additionally, when the soul is 4 or more, it will use a guard-break move called "Tail Attack." When the enemy has a soul of 4 or more, prioritize evasion over guarding in your tactics.

Let's use Break Soul. The screen goes dark. If you can't dodge in time,

▼ Boss Data

→ Dangerous Scent P249

Lv. 44 HP 63865 Weakness Fire 耐性風

Notes While chanting, you gain steel flesh up to 10 hits

No. 19 The Giant Beast Behemoth that Devoured Thirty Caravans

Habitat: Morgana Forest

Behemoth's attacks are mostly simple from its massive body, but when you get hit by a "Charge" or get hit by its "Crush", you take heavy damage and also suffer a defense reduction. When combined with the attack power increase from "Charge," it becomes very dangerous. "Crush" strikes forward toward the enemy, so attacking from the side is safer. If you are on the flank, you can dodge "Heavy Tackle" or "Chain Tackle." When attacking, using a sacred slave technique or ultimate will deal greater damage. Also, the Behemoth is hard to stagger and has a short stun time, so prioritize maintaining a position on its side rather than aiming for a combo. When the soul reaches 4 or more, the attack "Impact" can break guards, but it has a long wind-up, giving you enough time to create distance and dodge.

Be careful not to let your guard down even during the dash. It will start to lunge repeatedly. Once HP falls below 50%, it will execute a series of attacks in succession.

▼ Boss Data

Behemoth P257

Lv. 46 HP 75,820 Weakness: Wind Resistance: Water

Note: Stun duration reduced by 35%

No. 20 The Undying Silver Corpse: Full Metal Bone

Habitat: Calm Forest

Due to the skill effects of Full Metal Bone, 50% of the damage dealt is gradually recovered, making battles last longer. Be careful not to become careless with healing in the heat of battle, or you may be countered. Among Full Metal Bone's attacks, the most troublesome is "Gravity Storm," which is used when HP falls below 50%. It has HP absorption effects, and taking it will prolong the fight even more. This spell has a short casting time, making it difficult to interrupt, and its power is very high, so make sure all allies are not caught in it. Also, when the Soul level reaches 4 or higher, it will use the "Cursed Creep" with guard-break effects. Its attack range is narrow, so as soon as you recognize the movement of "Cursed Creep," step back with an Around Step to create distance, and then counterattack.

Attack the moment they collapse ... and a "fake" with stun effect

Be careful as you will be countered.

▼ Boss Data

Fullmetal Bone P256

Lv. 49 HP 43,100 Weakness Fire Resistance None

Notes Recovers 50% of received damage gradually

No. 21 Matt Hindi: The Gold-Soaked Golden Beetle Million Dollar

Habitat: Baildo Marsh

Million Dollar has many moves that attack forward, but you can still take damage when you are knocked back by "Retreat," so even if you flank behind the enemy, do not let your guard down. Once Soul reaches 4 or higher, it will use "Million Dollar," a move that makes the body bounce in succession. This is an attack with a Guard Break effect, but if you create distance soon after the skill name appears, you can dodge it more easily. When HP falls to 50% or less, it will summon two Ancient Sacred Trees. They will keep summoning without end, so a practical strategy is to focus your attacks on Million Dollar, and when the Ancient Sacred Trees interfere, finish them off. When attacking the Ancient Sacred Trees, concentrate on techniques that lower special defense, such as Secret Techniques or Holy Subjugation Techniques, to deal damage efficiently.

Let's press with the second-level techniques. Use piercing and high magic attack characters, as their magic defense is low. They are weak to ultimate techniques.

▼ Boss Data

Million Dollar P259

Lv. 52 HP 74573 Weakness: Wind Resistance: Water

Note: Stun duration reduced by 35%

No. 22 Depraved and intoxicated demon Succubus Queen

Habitat Titania

Succubus Queen has extremely high magical attack, and she also takes heavy damage from not only magic but also her ultimate moves "Jump" and "Evil Ball." When the Succubus Queen begins the pre-attack animation for "Evil Ball," immediately create distance and focus on dodging the black orb she launches. For the "Jump" that dives down from above, wait outside the landing area indicated by the red circle and counterattack when she lands. When her HP falls below 50%, she will begin using dangerous techniques with both high power and long range, such as "Shadow Servant" and "Explosion." Due to the skill effect that grants armor, it is difficult to observe and interrupt her casting before attacking, so make your plan defensive or switch to a "defensive posture" to avoid taking heavy damage.

Move and simultaneously sidestep to the side. A high "Screw Driver" has an opening for a guard break effect, and its power also

▼ Boss Data

Succubus Queen P240

Lv. 50 HP 74652 Weakness: Water Resistance: None

Notes: While chanting, you gain a steel body for up to 15 hits

No. 23 忘忘れた死を忘れた妖術使い ファントム

Habitat Ether

The Phantom appears with two Ancient Armors in tow, and its abilities rise due to the Enhancement Link. The priority is to exterminate the Ancient Armors first. You can repeatedly summon reinforcements with "Summon Ally," but each time you must switch targets to the Ancient Armors. If you can break the Enhancement Link, the damage you take from the Phantom's attacks won't be significant. However, using techniques such as "Blaze Swarm," "Calamity," and "Flare" can endanger all allies if they are caught in the effects. Since there is a skill that grants steel skin during casting, it's hard to interrupt; it's safer to stop attacking and put some distance between you and the Phantom. Also, when your Soul reaches 4 or more, using "Flicker Stance" grants a counter effect. In that moment, focus on healing and evasion.

Phantom has low defense and possesses a special skill

Let's aim for it. It also has

a слабый nature. Coordinated weakness with a special skill

▼ Boss Data

Phantom P253

Lv. 54 HP 55682 Weakness: Water Resistance Earth and Wind D

Notes: uring the chant, gain steel skin up to 10 hits. Ancient Armor ×2 appears simultaneously

No. 25 Hemorrhagic Primed Item Spectral Crystal

Habitat: Gaiburgu Ice Land

The Spectral Crystal has the property of reflectin g all elements, so simply attacking will not deal any damage. Therefore, a skill that "reflects nullified da mage with a certain % chance" becomes essential. T his skill can be learned as a Master Skill for male ar mor "Reflex", female armor "Nameless Garment", m ale boots "Spike Shoes", and so on. Alternatively, if y ou possess the "Reflective Magic Ice Crystal" obtain ed by defeating the Class A Vigilant War Demon's Fu ll Metal Born, it will be randomly granted as a Skill o n equipment dropped in battle rank of "Evil" or high er. Once all skills are set, you should counter by acti vating Break Soul during invincibility frames to inval idate attacks, and repeat until successful refection. I f your Soul runs low, recover with a "Soul Bottle".

There is no longer any reflection, making it easy to defeat. It should be changed to "Simple ." If you want to defeat it easily, the combat rank

▼Boss Data

Spectral Crystal P245

Lv. 52 HP 765 Weakness None Resistance All

Notes None

No. 27 Man who challenges is crushed by the Mountain Range Titan

Habitat: Kiraraus Volcano

Titan has high defense and also a skill that reduce s all damage by 30, making it hard to deal damage w ith brute force. Also, its attacks are often simple, suc h as swinging large arms, and its follow-up actions a re lengthy. However, Titans are very resistant to bein g knocked back, making counterattacks common in t he middle of combos. Their spell resistance is relativ ely low, so you should distance yourself and deal da mage with holy arts. Control Laeviset and Magilou, a nd set Velvet and Rocro to "Melee" so that their chan ts are not obstructed. Note that Titan has the proper ty of reflecting fire and earth attributes; do not use s pells of those two attributes. If you engage in close c ombat, Rocro, who can chain weaknesses with "Arm or Piercing" and "Obscure Dance", is recommended.

Sharu" restricts the opponent's mo vements and Raifisetto's "Insustent Deals extremely high damage.

▼ Boss Data

Titan P248

Lv. 57 HP 26700 Weakness: None耐性 Fire · Earth

Notes: All damage reduced by 30

No.30 Shadow Whispering Curse Demon's Rod The De

Habitat: Cursed Land

mon's Rod possesses exceptionally high magical offe nse and can employ a variety of spells. While casting, yo u gain steel skin up to 10 hits, so once you commence th e cast, immediately move away from the spell's range. T o safely regain composure after being struck by a spell, i t is advisable to use Eisen's Mirage Veil. Given how frequ ently spells are used, you can aim for Magilou's Spell Ab sorber as soon as you observe the enemy starting to ca st. However, Magilou is the slowest in movement speed, so note that leaving the spell's attack range can be diffic ult. Always keep your Soul reservoir at 3 or more. Also, c ompared to spell defense, the Demon's Rod has lower d efensive power, so a skill-centered offensive is effective. In particular, Velvet's Four Death Illusion, which exploits two weaknesses, is optimal as a start of combos.

"Senistor Soul" is a Guard Break Once you check the area, aim to interrupt the casting. A spell with a kickback effect. A linear area of effect.

▼ Boss Data

Demons Rod P248

Lv.66 HP 103015 Weakness: Wind, Immunity: None

Notes: While chanting, you gain armor up to 10 hits

Wandering Enemy

Wandering Enemies may intrude at the end of a battle.

They are formidable foes, but if you defeat them, you will obtain magical crystals, a large amount of gald, and GRADE.

Defeat all six types of Wandering Enemies repeatedly.

GRADE-appropriate Enemies for Farming

If you possess the “Danger Encounter Demon Wind Crystal” obtainable at Menu 15, there is a certain chance that wandering enemies will ambush you at the end of a battle with a battle rank of “Normal” or higher. There are a total of 6 types, and they appear in the locations listed below. Other enemies appearing at the same time are non-hostile, but if you defeat the wandering enemy, it will disappear, so focus your attacks on the wandering enemy. For details on wandering enemies, please refer to page 26.

List of Wanderling Enemies

Name	Initial Level.	Initial HP	Appearance locations
Hangman	15	10759	Elvork Ruins, Vester Tunnels, Vothigan Titania, Vein, West Laban Caves, Ngog Marsh, East Laban Caves, Brigid Valley, Burnark Plateau, Warg Forest
Omantohihi	21	17417	Ardinan Grasslands, Royal Capital Underground, Gallis Lake Path, Zamal Bell Chimes, Seat of the Saint, Dana Road, Davaar Forest, Roglès Mansion
Queen Bee	37	26215	Cursed Lands, The Carris, Sanctuary Paramides, Manan Reef, Makryl Beach
A man speaks with his back	51	70106	Forest of Calm, Pluna Lakeshore Cliff Route, Veilwood Marsh, Morgana Forest
Lindblum	65	96864	Gaibluck Ice Field, Kiralas Volcano, Eight-Headed Dragon Kanonushi, Hadlow Swamp Caves, Fighar Snowfield, Volderis Ruins
Metaboa	5	1548	Forest of Calm (Special conditions must be met. For details, refer to Metaboa攻略 on the right page)

Hangman

Most of Hangman’s attacks involve swinging large arms. Among them, when HP falls below 50%, he uses “Megaton Punch,” a powerful and soporific dangerous move. Move around the enemy counterclockwise to dodge and counterattack. His weaknesses are numerous, so if you aim for a combo exploiting weaknesses, it is recommended to incorporate Velvet’s “Ice Bind Mirage” or Raifisutto’s “Monolithless Mirage” to strike three weaknesses at once.

The "Hidden Frenzy" used when HP is below 75% and Soul is less than 3 has a Guard Break effect. Evade with an Around Step.

▼ Boss Data

Hangman P252

Lv. 15 HP 10759 Weakness: Water, Earth Resistance: None

Note: Stun duration on enemies: 1.5x

Omantohihi

Omanto Huffington is a formidable single-target enemy with intense continuous attacks. For the first 30 seconds after the battle starts, its attack power increases, and when HP falls below 32%, it is enhanced again by a skill. If HP drops below 50%, it will use “Burning Break,” which often inflicts a burn, and it will begin a relentless sequence starting with “Rush.” Avoid “Rush” with Arund Step, and immediately attack when the enemy begins casting to interrupt it.

When HP drops below 50%, it also starts using the wide-range attack "Death Scratch". It's safer to focus on guarding rather than evading.

▼ Boss Data

Hamadryas Baboon P235

Lv. 21 HP 17417 Weakness: Fire Resistance: None, Earth

Note: When HP is below 32%, Attack Power +30% is added.

Queen Bee

The Queen Bee has extremely high movement speed, making attacks difficult to land. If you can inflict Paralysis or Slow statu s effects, you can significantly restrict the Queen Bee's movements and gain an advantage in battle. Eleanor's "Spirit Array: Rock Slave" and "Spirit Array: Thunder Sca tter" are recommended as they can aim for both Paraly sis and Slow while hitting a total of 4 weaknesses. Since both are Sacred Artes and have gaps between attacks, it's ideal to control other characters to chain combos.

Counter with a strategy to avoid enemy attacks by moving, and when Jōōbachi starts using spells, aim to interrupt the chant.

▼ Boss Data

Queen Bee P243

Lv. 37 HP 26215 Weakness Water, Earth resist. Wind

Note: Can instantly defeat an active Stunned enemy with 1%

A man speaks with his back

The Man Who Speaks of Manhood on His Back bel ongs to the "Human" race, so Velvet's "Anarchy" is e ssential to aim for weakness combos. If you aim to d efeat him, do so after Velvet reaches Lv. 60 or higher . The best time to attack is after evading "Rampage" or "Wall Crash" with an Around Step. The "Wall Char ge" he uses when HP is below 75% and Soul is 5 has a Guard Break effect. Endure it with continuous left a nd right evasions.

When you are on the enemy's wall side, they will sometimes use an attack with a hidden prelude of "From nowhere." Always fight from a position where your body is visible.

▼ Boss Data

A man speaks with his back P245

Lv. 51 HP 70106 Weakness Wind, Resist Fire, Earth

Notes Stun time against the enemy is 1.5x

Rintbloom

Most of its attacks have a forward-facing range, so as lo ng as you keep moving sideways you will take fewer hits. A fter dodging RintBloom's attack, strike back during the op ening. When HP is 75% or lower and souls are 3 or more, it will use "Glide Assault." After activation it increases spell d efense, but if you have Raifuse's "Saint Bubble," you can st eal spell defense while simultaneously exploiting three we aknesses. Taking advantage of its tendency to remain stati onary for long periods, you can pre-activate it beforehand.

"Flash Laser" with stun and guard-break effects
Move horizontally to dodge and counterattack.

▼ Boss Data

Linderthrum P263

Lv.65 HP 96864 No weakness; Water resistance Fire・Wind

Notes Stun duration on enemies 1.5x

Metaboa

Special Wandering Enemies that become capable to figh t from New Game+ onward. In the Grade Shop, purchasin g "Wind Crystal Inheritance" allows you to inherit both "Wi nd Crystal of Hazardous Encounter" and "Wind Crystal of C haos" as prerequisites. When the battle rank is set to "Cha os" and you win against Uriboar 10 times in a row in the m ain phase without ever fleeing, Meta Boar will intrude as a wandering enemy. They are not exceptionally strong, but s ince your level is still low, do not let your guard down.

Use "Rift Thorn" to attack when you can strike the weakness of earth属性. Yo u can only fight once, and upon defeat you will obtain "Extreme 魔鋼晶".

▼ Boss Data

Meta Boar P260

Lv. 5 HP 1548 Weakness: Ground resistance none

Notes: 100% damage to enemies while stunned

Stairway to Heaven

The Stairway to Heaven, which becomes accessible after clearing the main storyline, is an EX dungeon where strong foes appear and valuable items can be obtained. Understand the special map layout and rules, and break through.

EX Dungeon Unlocked After Clearing

To access the Stairway to Heaven, after clearing the main episode, proceed with SUB 35 "Neko-nin, Hurry!" to reach from a rift in the Kiralause Volcano, which appears in the dimension. The foes appearing there are level 70–120 and tough, but you can gather the strongest equipment for each character—the nameless gear. As you progress to farther areas, enemies become stronger, so strengthen your party level and gear while攻略ing.

Progressing through攻略 grants温泉 equipment wrapped in Nyastao towel.

Defeating certain bosses unlocks the Magic Crystal that grants cooperative secret techniques.

Flow until clearing the Stairway to Heaven

① From the title screen, select "Continue" and load a cleared data (any ★ marked data is fine)

② Near the exit toward the Throne of the Holy Master in the Darnan Road, talk to the panicked cat person to clear SUB 35 "Neko-nin, Hurry!"

- Acquire "Rokurou Hot Spring Outfit"

③ Investigate the dimensional rift at the crater of Kirarosu Volcano, and enter the Stairway to Heaven, Level 1

④ Proceed through the Stairway to Heaven, Level 1

- Acquire "Raifisset Hot Spring Outfit"

⑤ Defeat the boss Basilisk in the Stairway to Heaven, Level 2

- Obtain "Sword Leaf's Magical Wind Crystal" and unlock Velvet & Raifisset's secret Ougi

⑥ Defeat the boss Vivill in the Stairway to Heaven, Level 3

- Obtain "Magnetic Steel Crystal of Armament - Ten"

⑦ Defeat the boss Ilrulyankan in the Stairway to Heaven, Level 4

- Obtain "Twin Fist Magical Wind Crystal" and unlock Rokurou & Aizen's secret Ougi
- Obtain "Maggieuru - Hot Spring Costume"

Step 8: On the Stairway to Heaven, in the fifth chamber, defeat the boss Leviathan

- Obtain the "Demonic Flame Crystal of Imitation"
- Obtain the "Aizen Hot Spring Costume"

Step 9: On the Stairway to Heaven, in the sixth chamber, defeat the boss Fafnir

- Obtain the "Demon Wind Crystal of the Spear" and unlock the secret techniques of Magilu and Eleanor
- Obtain the "Velvet Hot Spring Costume"

Step 10: On the Stairway to Heaven, in the seventh chamber, defeat the boss Aj Dalakhka

- Obtain the "Demon Steel Crystal of Self-Duplication"
- Obtain the "Eleanor Hot Spring Costume"

Step 1: On the Stairway to Heaven, proceed into the depths of the Heaven Gate Chamber and clear SUB 36 "The Stairway to Heaven"

Enter the healing bath from the Heaven Gate Chamber on the Stairway to Heaven, and clear SUB 37 "Healing Moment, Is It Coming?!

Stairway to Heaven Map Layout

The Stairway to Heaven consists of eight areas in total, progressing in order from Room 1 to Room 7 and the Heaven Gate. Each area contains a fixed floor and a random floor where one of six types appears, as well as a boss floor that only features a boss battle.

The eight-area structure

Features of the Stairway to Heaven

- Except for recipes, the contents of treasure chests are randomly determined from candidates for each area
- Treasure chest contents are not counted in the Records' "New Chest Acquisition" (Eleanor's title and the trophy "Treasure Hunter" are not eligible)
- If you re-enter the Stairway to Heaven, the contents of the opened chests respawn (the respawned chest contents are also random as described above)
- When you re-enter the Stairway to Heaven, the defeated bosses and unlocked chests will respawn.
- Even if you are wiped out, you will not get a game over and will be returned to Kirara Volcano in your current state (no retry if you are wiped out in a boss battle)
- There are no treasure points

How to clear a fixed floor

On fixed floors from the First Room to the Seventh R oom, you can progress to the next area by vanishing th e Corrupted Blaze. The procedure to vanish the Corrupt ed Blaze is as follows, but be aware that once the time li mit passes, a Blaze that has been vanquished will reapp ear. Avoid contact with enemy symbols; if you do encou nter one, flee immediately. If your level is higher than t he enemies, you can use a “Holy Bottle.” Also, during th e secret technique animation, the countdown stops, so there’s no need to worry about time consumption.

Before touching the Corrupted Blaze, you can touch the Corrupted Thorns without any penalt y. If you touch and extinguish the Corrupted Thorns first, exploration becomes easier.

Gimmicks that appear on fixed floors

Each fixed floor has a tainted hellfire a black pillar tempo rarily appearing. It disappears when touched, and you wi ll enter continuous combat. Touching it starts a battle.

Located throughout fixed floor s, touching them reduces the ti me limit by 15 seconds each.

Procedure to vanish the Corrupted Blaze

① When you touch the Corrupted Blaze, you enter a continuous battle. After defeating all enemies, the Corrupted Blaze temporarily vanishes.

② When you touch the black embers that appear at various locations in the area, you will enter combat. If you defeat all enemies, the black embers disappear.

③ If you defeat all the black embers within the time limit, you can procee d to the next chamber. If the time runs out, the tainted hellfire and th e extinguished black embers will revive. Return to step ① and retry.

Support by Helpful Cat People

On Floors 3 to 7 (fixed floors) and Floors 1 to 7 (boss floors), there are Helpful Cat People. By givin g them Cat Speeds, you can obtain various kinds of support. They are extremely useful for breaking through fixed floors with time limits, so gather Ca t Speeds before challenging.

The effects of extending the time limit and reduci ng the number of black embers are significant. H owever, each support can be used only once. Also , be sure to have the Helpful Cat Person on the bo ss floor create a warp point. Exiting from the Stair way to Heaven makes it easier to resume the攻略.

Bubbles
It can also be in a place that is hard to understand. Therefore, first confirm the location.

Once you create a warp point, forget
Make sure to ride it at least once without getting off.

◆ Stairway to Heav en

Support and Effects of the Helpful Cat Companion

Area	Item	Consum猫スピ	Effect
Room III to Room VII – Fixed Floors	Reducing the spiky things meow	25 items	Reduce the number of Filth Spikes
	Completely removing the spiky things meow	30 items	Erase all tainted spines
	Small Contamination Detector Meow	35	Location of the Black Ember is shown on the mini-map
	Small Contamination Reduction Meow	40 pieces	Reduce the number of Black Embers (inactive when only one remains)
	Delay the revival of the Large Contamination Meow	45	Extend the time limit by 1 minute
	Completely Eradicate the Large Contaminations in One Shot Meow!!	250 pieces	Warp to the Boss Floor (only available on fixed floors that have been cleared before)
First Chamber to Seventh Cha mber boss floors	I will respondnya	50個	All allies' HP are fully recovered
	I will give items	25個	Acquire 15 Apple Gums and Life Bottles
	Create a Warp Point	100個	Create a warp point on the Boss Floor. After it is created, you must ride it at least once to use it

How to clear random floors

There are six types of random floors, and when you enter each floor from the second to the seventh, one is randomly selected. The floors of Filth and the walls of Filth will return you to the starting point upon cont act, so you must progress while avoiding them on the Rare Board. Even while moving on the Rare Board, If you touch an enemy on a Filth floor, after the battle you are returned to the starting point, so unless your level is a t least 10 higher than the enemy, you must avoid enemies on the Filth floor and proceed. The random floors change every time you enter the Stairway to Heaven, so re-enterin g until you get a floor you prefer is also an option.

Types of Random Floors

Normal Floor

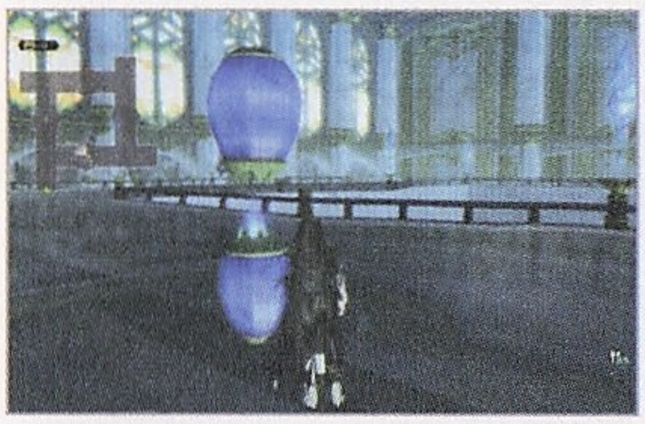
Normal floors where enemies appear. There are no special gim micks, and you can proceed without defeating enemies.

Treasure Chest Floor

Floor with nine chests. You can obtain high-r arity equipment and materials.

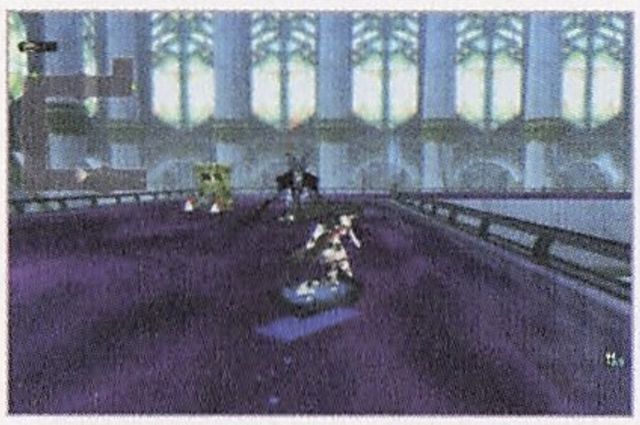
Cat Speed Floor

A floor with a large number of Cat Speed. No ene mies appear, and there are no chests.



Candelabrum Floor

Light the torches in the correct order on the blue and red candelabra s to progress. Enemies will appear as well.



Stained Floor Floor

The stained floor spreads, and you must proceed while avoidin g enemies on the rare board.

Wall of Stain Floor

Proceed on the rare board to avoid touching the stained floor or stained walls.

On the treasure chest floor, gather valuable equipment and materials.

From the nine treasure chests on the treasure chest floor, you can obtain consumables, gald, and ingredien ts, as well as the following equipment and upgrade mat erials. The items obtainable vary by area, so you can ob tain the equipment and upgrade materials you want.

Until treasure chest floors appear in an area, ke ep re-entering and exploring. When using warp points, move to the area just before the target a rea. If you want to go to the Hall of Seven, warp to the Hall of Six and proceed forward.

Equipment and materials that can be obtained on treasure chest floors

Items	Acquired areas
Weapons of rarity 18	Second Hall, Third Hall
Weapons of rarity 19	Second Hall to Fifth Hall
Weapons of rarity 20	Fourth Hall to Seventh Hall
Unique items of rarity 18	Between this and the Third Hall
Unique items of rarity 19	Second Hall to Fifth Hall
Unique items of rarity 20	Fourth Hall to Seventh Hall
Armor of rarity 18	Between this and the Third Hall
Armor of rarity 19	Second Hall
Armor of rarity 20	Third Hall to Seventh Hall
Rings of rarity 17	Second Hall

Items	Acquisition Areas
Rarity 18 Ring	Second Chamber, Third Chamber
Rarity 19 Ring	Third Chamber to Fifth Chamber
Rarity 20 Ring	Fourth Chamber to Seventh Chamber
Rarity 18 Boots	Second Chamber, Third Chamber
Rarity 19 Boots	Second Chamber
Rarity 20 Boots	Third Chamber to Seventh Chamber
Fragment of Shimmering Silver	Fifth Chamber
Fragment of Ultra-hard Stone	Third Chamber, Fifth Chamber
Chunk of Gold	Fifth Chamber
Chunk of Platinum	Third Chamber, Fifth Chamber

Item	Acquisition Area
Void Fragment	Fifth Chamber
Subtle Fragrance Liquid	Fifth Chamber
Fragrant Liquid	Fifth Chamber
Pungent-smelling Liquid	Third Chamber, Fifth Chamber
Odd-smelling Liquid	Fifth Chamber
Basic Alchemy Powder	Fifth Chamber
Intermediate Alchemy Powder	Fifth Chamber
Advanced Alchemy Powder	Third Chamber, Fifth Chamber

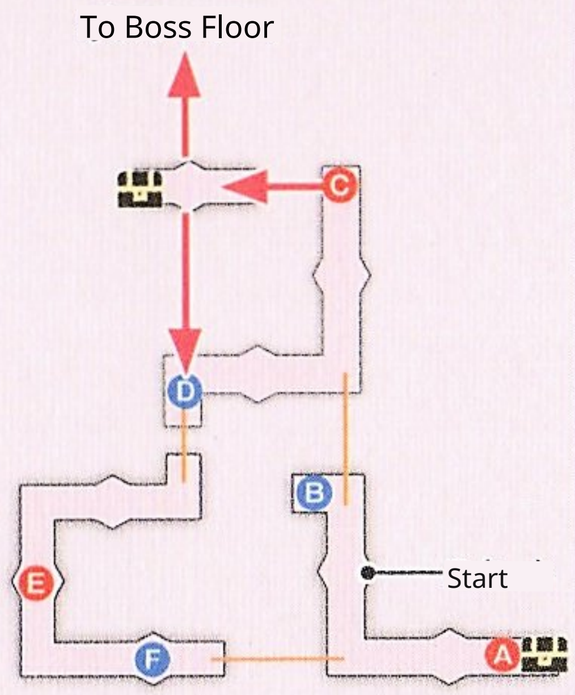
How to Break Through the Candelabra Floor

In the Candelabrum Floor, there are three red candelabr as and three blue candelabras. You can proceed only after l ighting all of them. However, if you do not light them in the correct order, lighting all of them will be impossible. The p rocedure begins with lighting the red candelabras first.

Light the fire in your hands, and ensure that all of t he blue candles have extinguished, then light all of the blue candles again. This pattern occurs quite of ten. The solutions for each area are listed below, so if you are unsure, please use them as a reference.

"Candelabrum Floor Clear Procedure"

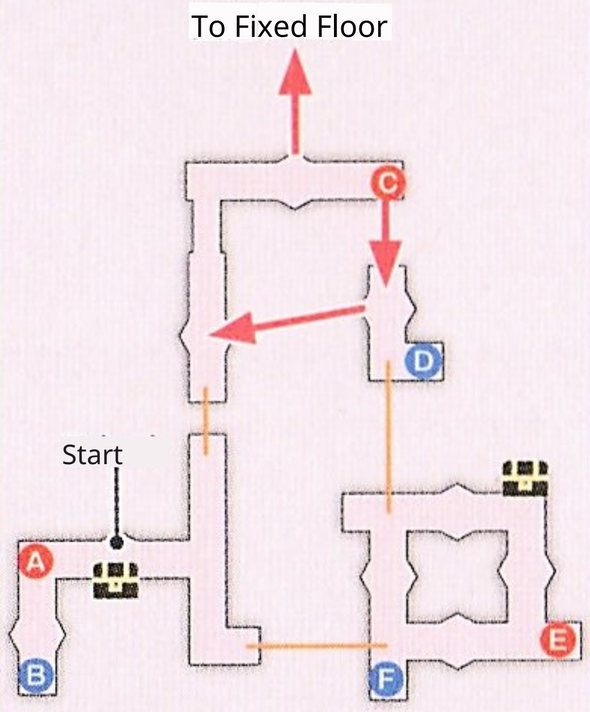
Second Chamber



【Solution】

Turn on A → turn off B → turn on C
→ D Turn off ○○ F → turn on ○○ → turn off F
→ Turn on B → turn on F → turn on D

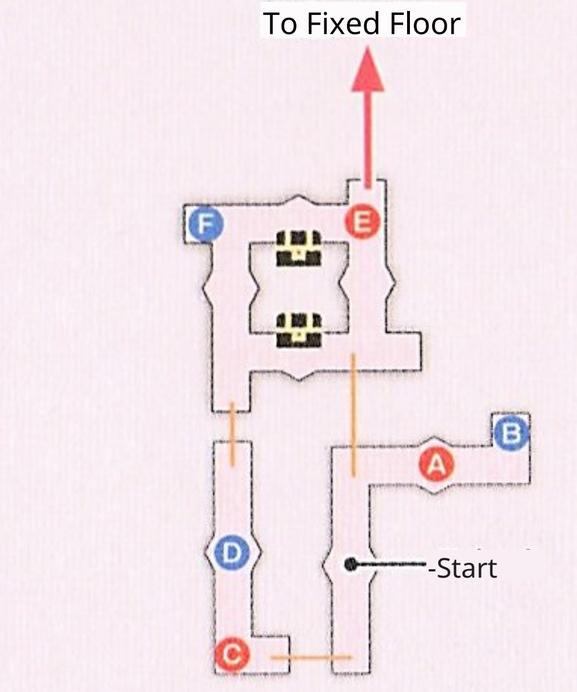
Third Chamber



【Solution】

Turn on A → turn off B → turn on C
→ Turn off D → turn on E → turn off F
→ Turn on B → turn on F → turn on D

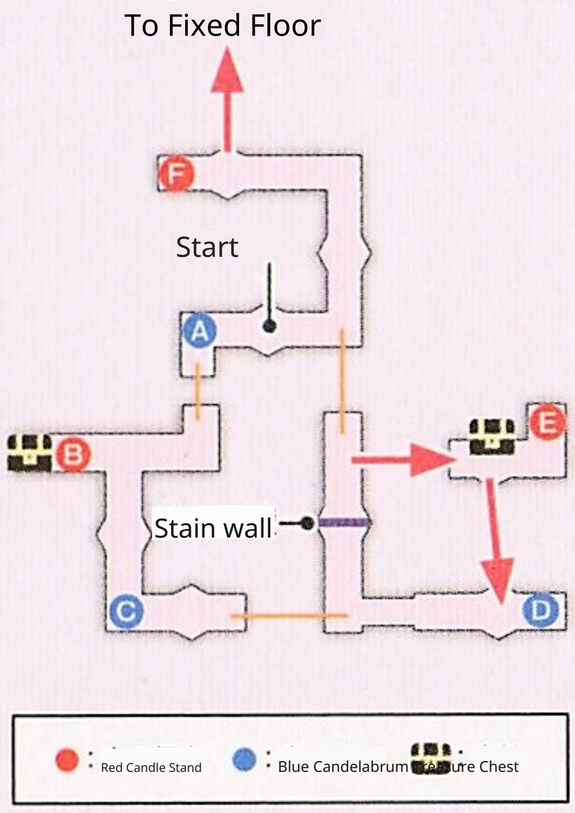
Fourth Chamber



【Solution】

Turn on A → turn off B → turn on C
→ Turn off ① → turn on E → turn off F
→ Turn on ① → turn on B → turn on F

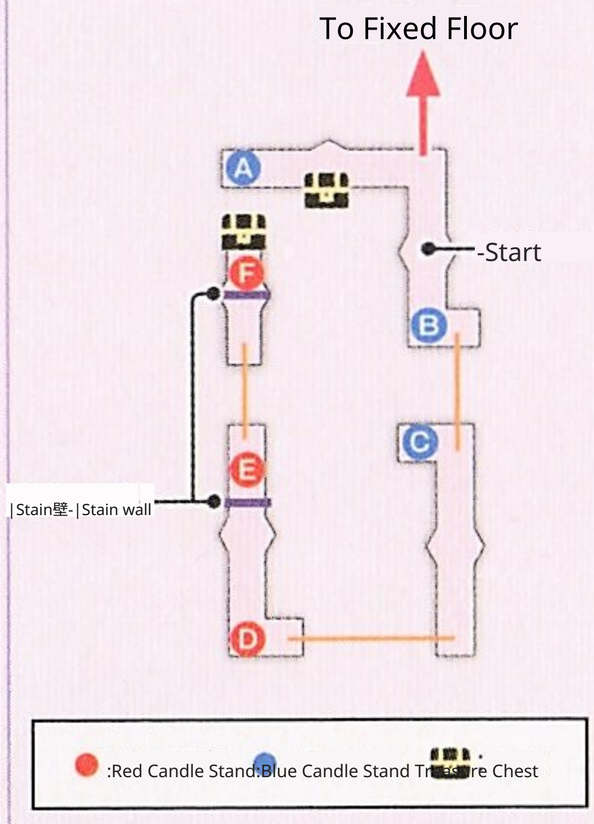
Fifth Chamber



【Solution】

Turn off A → Light B → C Turn off
→ ①を消す→Eを点ける→を点ける
→Cを点ける→Aを点ける→Fを点ける

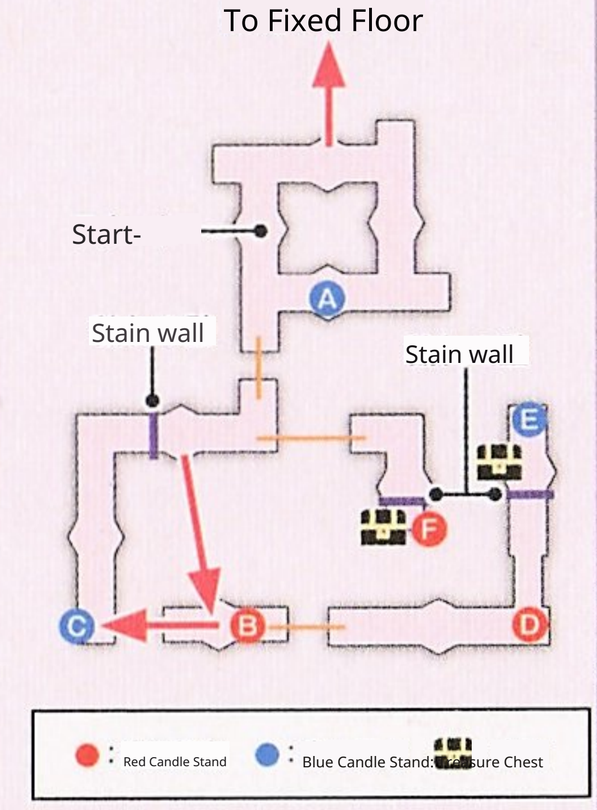
Room Six



【Solution】

A を消す→ B を消す→ C を消す
→ D を点ける→ E を点ける→ F を点ける
→ C を点ける→ B を点ける→ A を点ける

Room of Seven

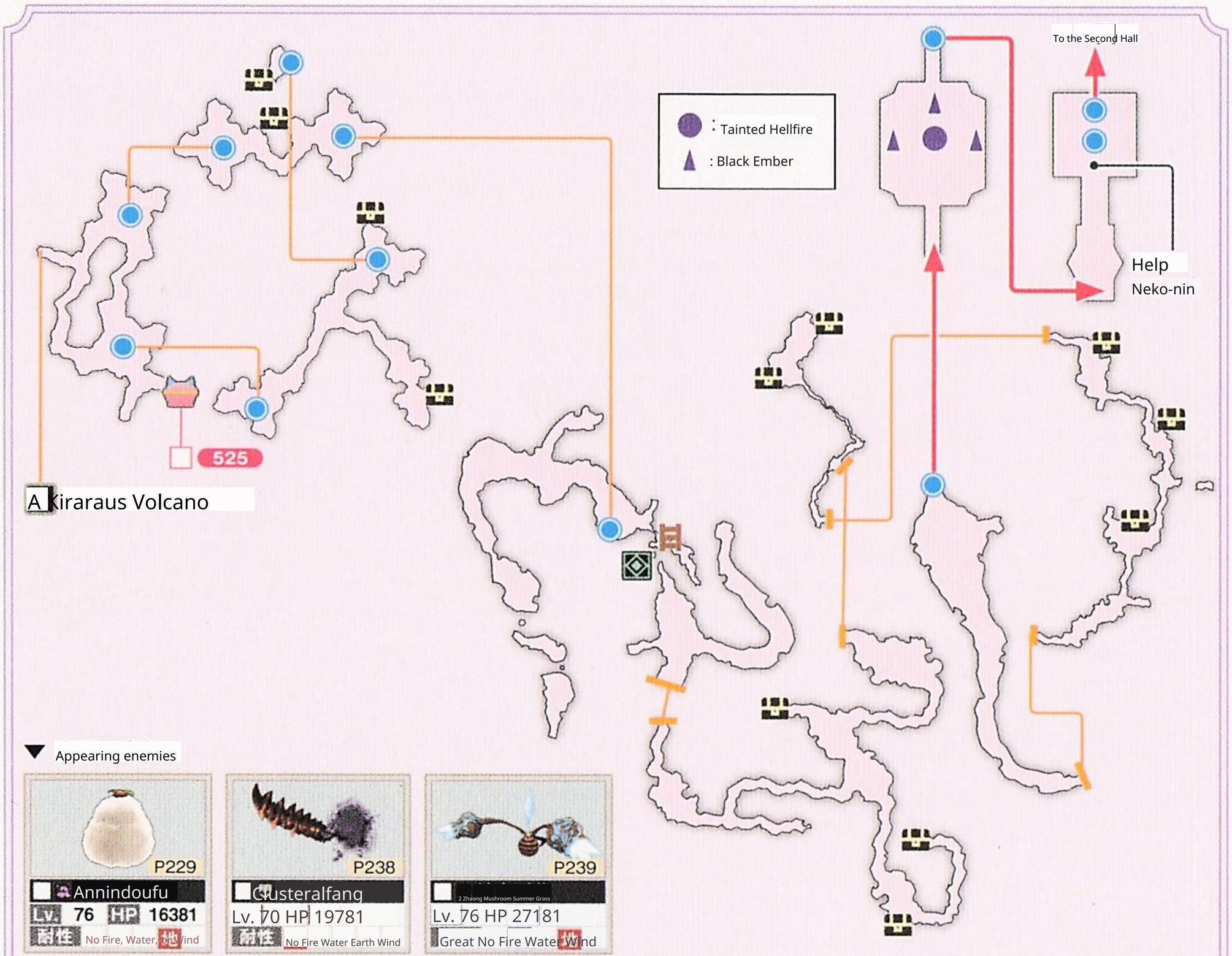


【Solution】

Aを消す→B を点ける→Cを消す
→①を点ける→Eを消す→Fを点ける
→ E を点ける→ C を点ける→ A を点ける

天への階梯 一の間

一の間はランダムフロアがなく、ボス戦もない。キララウス火山と同じマップを進み、ねこにんボックスと地相樹を解放しておこう。とくに地相樹は忘れずに解放すること。奥まで進むと最初の穢れの業火戦になる。黒き火種は、穢れの業火のすぐ近くに3つ出現するだけなので、戦闘に手こずらないかぎら時間切れになることはないだろう。クリアしたらワープポイントを起動して二の間へ進もう。



▼ Appearing enemies

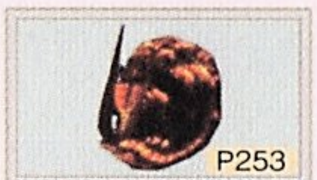
P229
Annindoufu
Lv. 76 HP 16381
耐性 No Fire, Water, 地 Wind

P238
Clusteralfang
Lv. 70 HP 19781
耐性 No Fire Water Earth Wind

P239
2 Zhaong Mushroom Summer Grass
Lv. 76 HP 27181
Great No Fire Water Wind

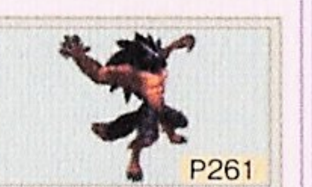
P246
Solveigar
Lv. 70 HP 29512
Fire, Water, Earth, Wind

P247
Changeling
Lv. 70 HP 22701
【Resistance: No Fire, Water 地 Wind


P253
Fireball
Lv. 76 HP 27043
[Resistances: None Fire Water Earth Wind]

P256
Brutal
Lv. 76 HP 36981
Resistances: None Fire Water Earth Wind

P261
2. Jormungand
Lv. 76 HP 36808
[Resistances: None Fire Water Earth Wind]

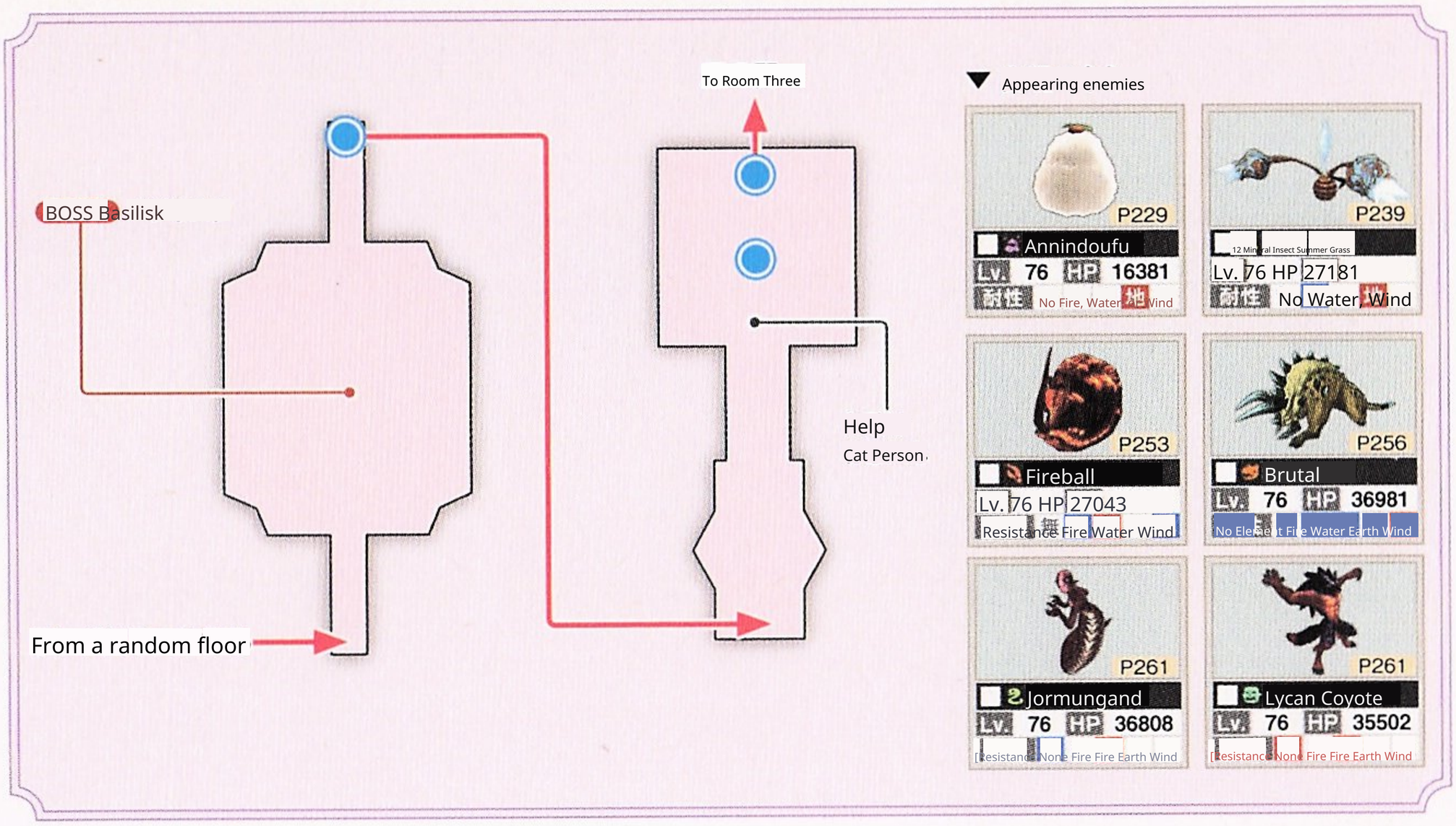

P261
Lycan Coyote
Lv. 76 HP 35502
[Resistances: None Fire Water Earth Wind]

Stairway to the Heavens: Room Two

There is no pollution of karma fire in Room Two, and as soon as you pass through the random floo r, you reach the boss floor. The Basilisk's tongue-la pping attack lowers your Defense. This attack only hits if you are directly in front of the enemy, so stri ke from the side. Also, you can avoid the move "Bo dy Press" by moving forward and, after the skill na me appears, performing a sidestep to the side.

▼ Boss Data

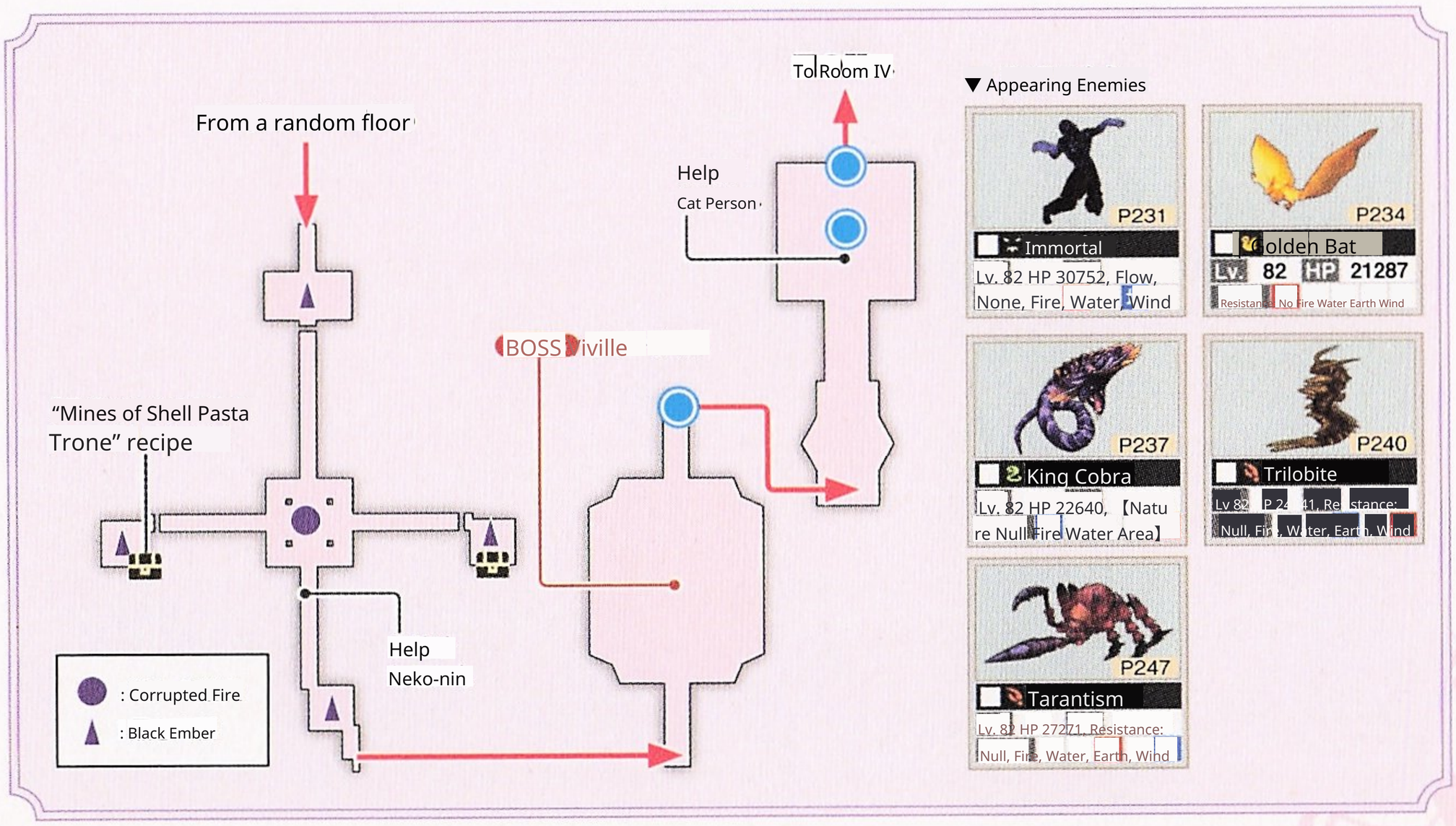
Basilisk P252
Lv. 80 HP 146,313 Weakness: Wind Resistance: Water
Notes: While chanting, you gain steel skin up to 15 hits



Stairway to Heaven: Room III

The boss of Room III, Viville, frequently uses a rush attack that charges from the air. This move also has a guard-break effect, so if the enemy flies, dodge with a horizontal hair-around step. Also, when you are behind the enemy, it will shoot a “Bubble Shot” that bubbles up from the ground. If you are hit by these bubbles, you will be unable to move for a while and will become severely poisoned, so attack from the enemy’s side. When HP falls below 50%, it will also unleash a “Bi-ju Gate” with a range of attack on the sides, so immediately retreat when the move name appears.

▼ Boss Data



Stairway to Heaven: The Fourth Chamber

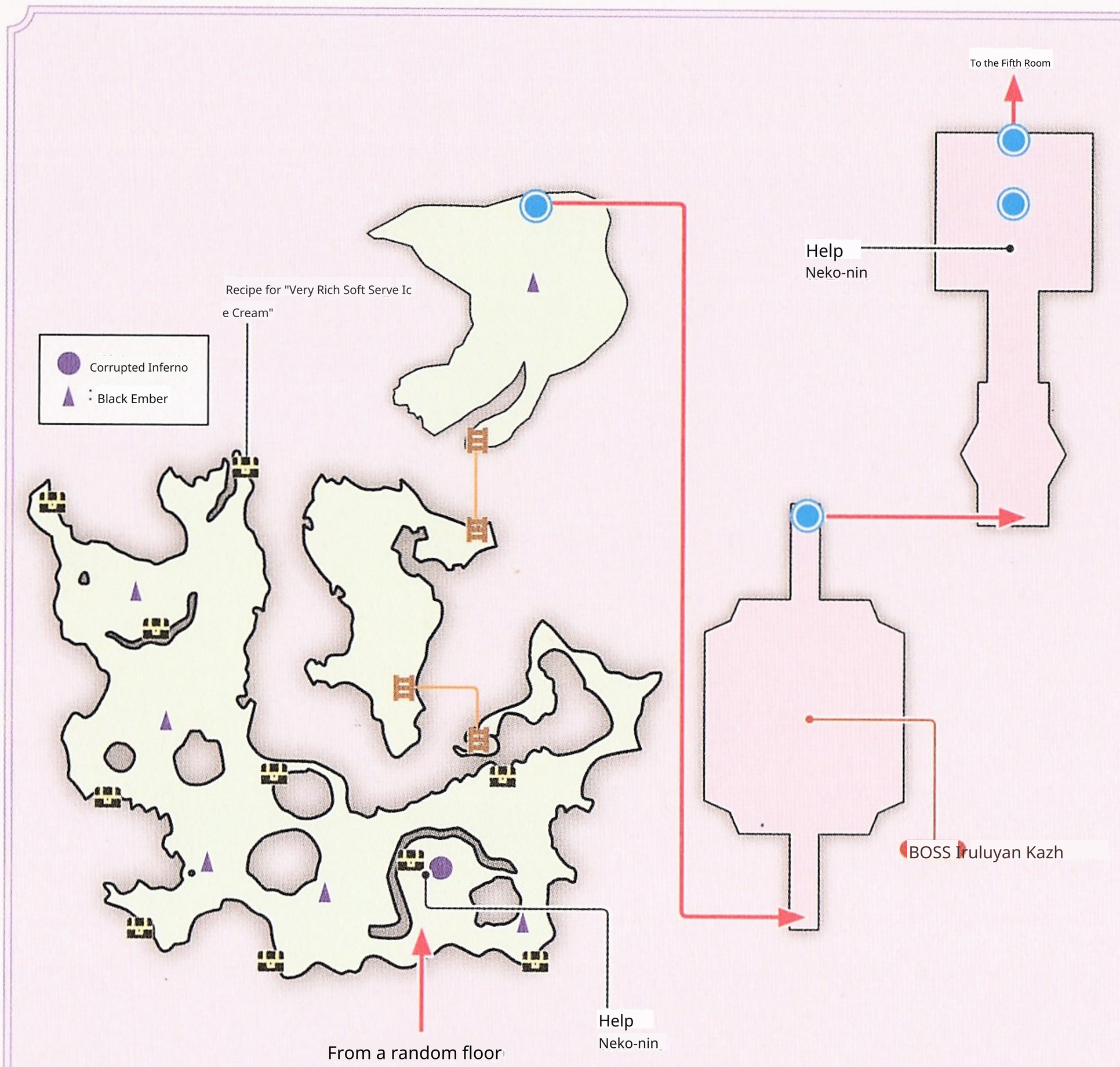
Iruruyankash possesses a skill that reduces all damage by 45, so it is important to increase the damage dealt by exploiting weak points. The enemy's attacks include a frontal two-hit move called "Foot Kick" and a frontal attack that fires fire toward the right, called "Area Breath." Both can be avoided by performing a leftward around-step. Additionally, when the enemy's HP is low, it will begin using雷 attack "Thunderbolt" and a forward spherical attack called "Ball Lightning." Each can be dodged with a horizontal around-step.

▼ Boss Data

イルルヤンカシュ P231

Lv. 92 HP 152,888 Weakness Water/Earth resistance none/Fire

Note: Reduces all damage by 45



▼ Appearing enemies

P232 12 Wood Choppers

Lv. 88 HP 48,561

耐性 無 火 水 地 風

P237 "Kilburn

Lv.88 HP 55498

耐性 無 火水地風

P239 Golden Axe

Lv. 88 HP 30455

耐性 無 Four Water Ground Wind

P246 Saucanku

Lv. 88 HP 29888

Flavorless Four-Water Wind

P253 Hurriwolf

Lv. 88 HP 44311

Eye without four waters wind

P255 Blackbird

Lv. 88 HP 34,991

嚴 無 Four-Spring Earth Wind

Stairway to the Heavens, Hall Five

Leviathan has a skill that increases damage by 50% against opponents in a stun state. It's easier to stun if you land the forward bite, so it's effectiv e to flank the enemy on its right side and attack. Also, you will take heavy damage if hit by the wid e-sweeping "tail." Ideally, time it with an Around Step to dodge, but if difficult, simply guard to blo ck. Additionally, when Leviathan's soul is at 4 or h igher, it can use "Earth Rumble," a thunderous at tack that strikes the surroundings. This cannot b e guarded against, so repeatedly use Around Ste p backward to distance yourself from the enemy.

Unique equipment obtainable in the Hall of Five

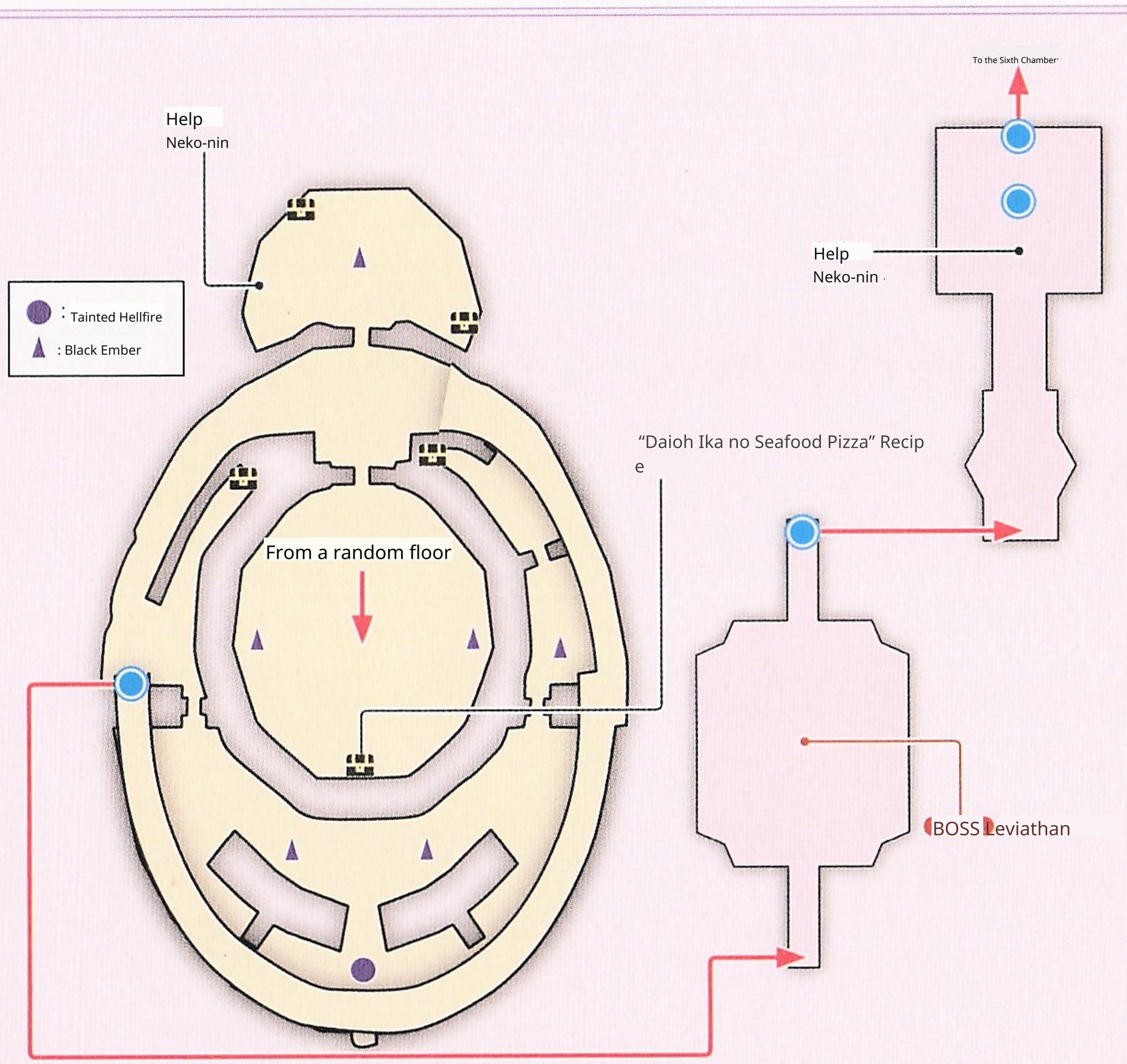
Name	Enemies that drop them	Description
Unnamed Undergarment	Orc Gorilla	Male Armor
Unnamed Clothing	Wizard Dead	Female Armor
Unnamed Ring	Mithril Gigant	Ring
Unnamed Shoes	Mole Mole	Footwear

▼ Boss Data

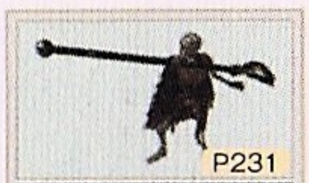
Leviathan P262

Lv. 98 HP 146,042 Weakness: Earth/Wind Resistance: Fire/Water

Note: -50% damage to monsters in a stunned state



▼ Appearing enemies



P231 Wizard Dead

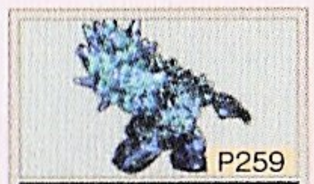
Lv. 94 HP 44536

耐性 Unnamed Four Spring Earth Wind

P234 Orc Gorilla

Lv. 94 HP 40,839

[Good] Fire Water Earth Wind



P259 Mithril Gigant

Lv. 94 HP 24,251

Flowerless Fire Earth Country

P261 Mole Mole

Lv. 94 HP 34,228

Active Fireless Waterless Wind

Stairway to Heaven: Sixth Chamber

Fabneil has many techniques that attack from the front and rear, so attack from the side where enemy attacks are less likely to land

Let's fight in a way that lets us win. Use it actively from the start of combat. The tail attack, "Tail Attack," is a high-damage, multi-hit move, but it only hits if you are behind the enemy. Also, when you have five Souls, you can use "Giga Gravity," which strikes a gravity orb forward; once hit, you cannot break out until the attack ends. When the enemy has five Souls, avoid getting too close. If you start casting "Gravity" or "Meteor Swarm," interrupt it with concentrated attacks.

Nameless Equipment Obtainable in the Hall of Six

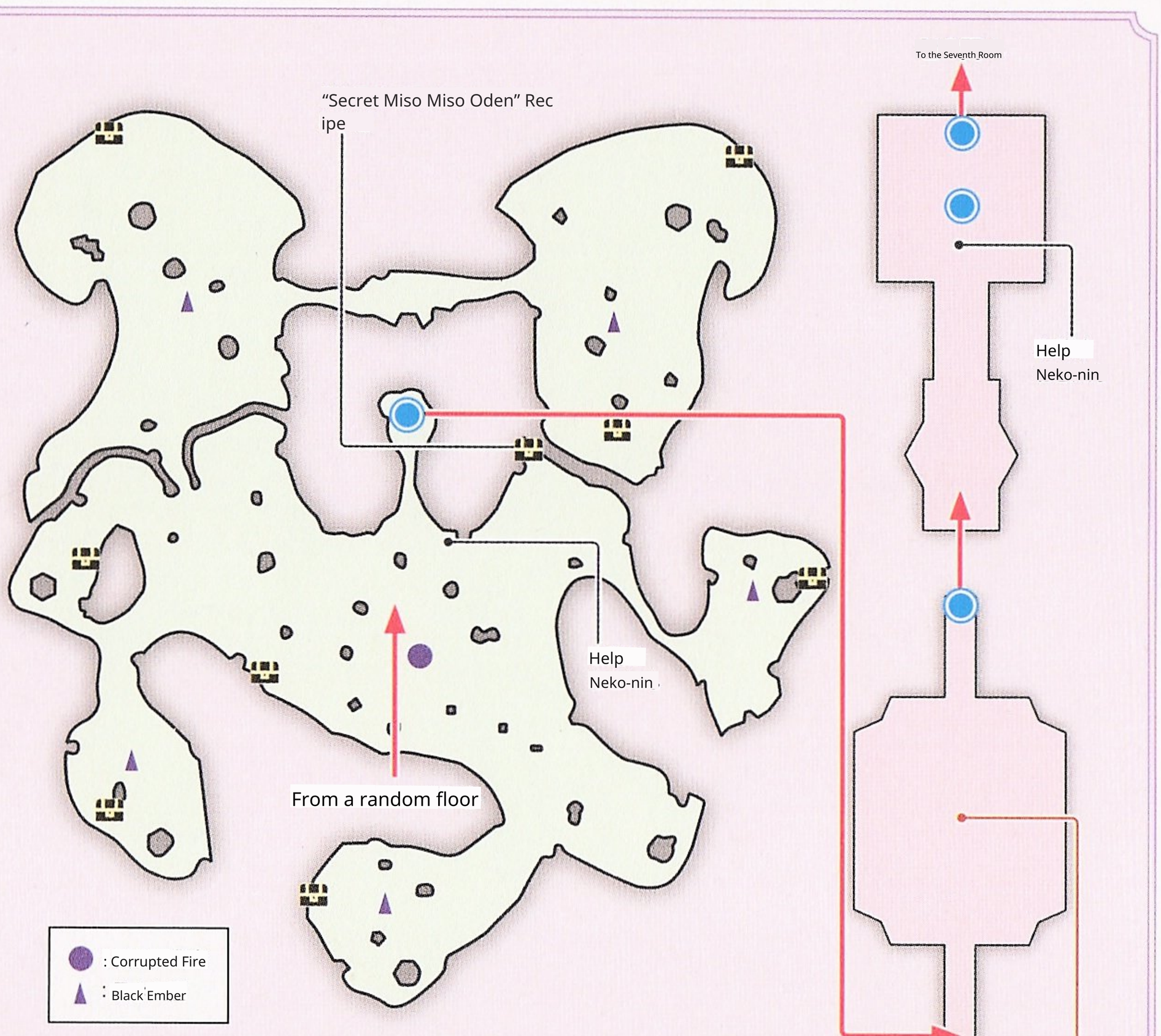
Name	Enemies that drop items	Description
Nameless B	Devilfish	Velvet's Unique
elt Leather	Bearhead	Roclow's Unique
	Nyo ki nyoki	Laihfezet's Unique
	Dynamite Punch	Aizen's Unique
	Mist	Magilou's Unique
	Hydrowitch	Eleanor's Unique

▼ Boss Data

Fabniel P253

Lv. 1 2 HP 189,876 Weakness: Water; Fire and Wind Resistances

Notes: +50% damage to enemies that are stunned



▼ Appearing Enemies

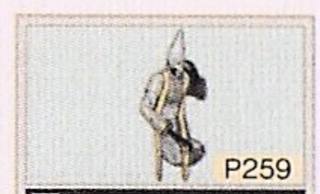
P247 ダイナマイツパンチ
Lv. 100 HP 67392
耐性 無火冈地区

P248 Devilfish
Lv. 100 HP 42232
耐性 Windless earth

P251 Nyo-ki Nyo-ki
Lv. 100 HP 34344
[Resistance 無 Fire Water Wind

P251 Hydrowitch
Lv. 100 HP 42923
Two sexes none Fire Water Wind

P256 Bear-headed
Lv. 100 HP 39957
Resistance None Fire Water Earth Wind



P259 Mist
Lv. 100 HP 43960
Resistances None Fire Water Earth Wind

Stairway to Heaven Seventh Room ～ Heaven Gate Room

The "WildNocker" that attacks with back claws

If you stay in front of the enemy, you won't be hit. Even when activated, as long as you continue to strike from the front, there is no problem. However, it uses many powerful moves such as the two-fisted "Flame Knuckle" and the spinning "Raging Storm," so watch the enemy's movements carefully and attack. Since it does not have a weaknesses attribute, if you aim for a weakness combo, you need to construct a sequence of races-based techniques. For Velvet, a weakness combo can be formed with "Revolving Moon Blossom," "Twin Illusion Kick," and "Cracking Dragon Flash," so from there chain into Break Soul and Secret Techniques.

Weapons without a Name obtainable in the Seventh Chamber

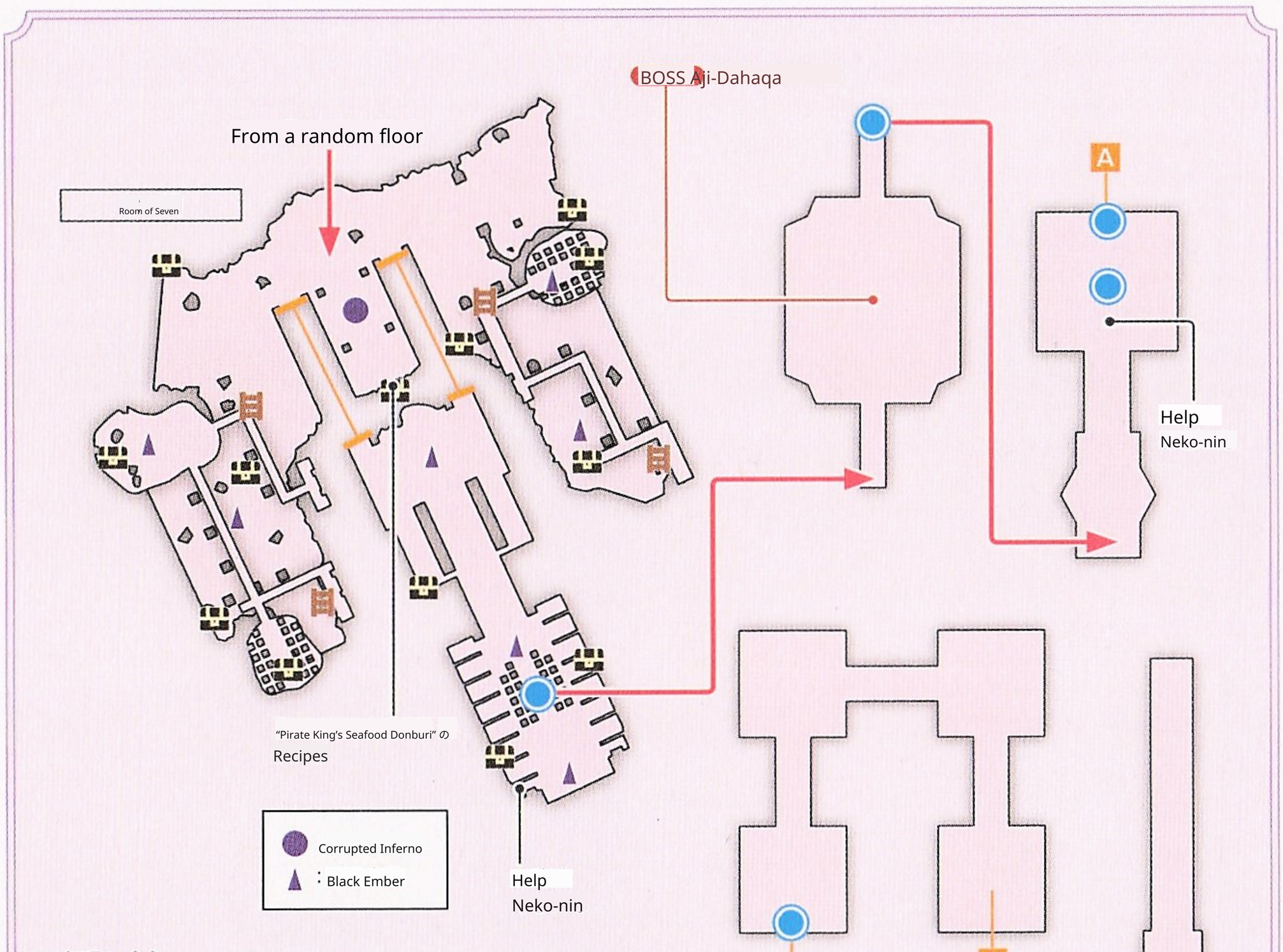
Name	Enemies that drop:	Description
Nameless Blade	Draguun	Velvet Weapons
Nameless Dagger	Scarlet Needle	Roclow's Weapons
Nameless Paper Leaf	Hell Harpy	Laevateinn's Weapons
Nameless Bracelet	Hercules Beetle	Izen's Weapons
Nameless Shikigami	Megaphone Man	Magirl's Weapons
Nameless Spear	Nightmare	Eleanor's Weapons

▼ Boss Data

Aji-Dahaqa P229

Lv. 124 HP 209053 Weakness None Resistances All

Note: Souls do not fall below 3 when taking damage

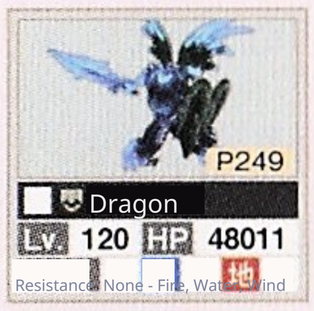


▼ Appearing Enemies

P243 Scarlet Needle

Lv. 20 HP 25129

Resistance 無 Fire Water Earth Wind



P249 Dragon

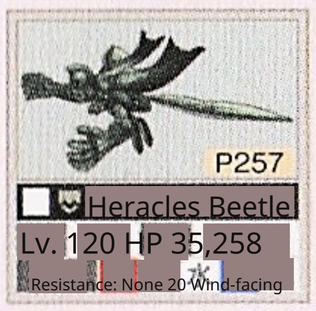
Lv. 120 HP 48011

Resistance: None - Fire, Water, Wind 地

P250 Nightmare

Lv. 120 HP 72747

【Resistance: Fire, Water, Earth, Wind】



P257 Heracles Beetle

Lv. 120 HP 35,258

【Resistance: None 20 Wind-facing

P257 Hellhaptor? ヘルハーピー

Lv. 20 HP 6342 0

Resistance: None Fire Water Earth Wind

P260 Megaphone Man

Lv. 120 HP 57203

【Resistance 無 火 水 地 風

Trophy Strategy

Various trophies can be earned by meeting different conditions, serving as proof of putting extensive effort into this game. Here, we explain the more challenging trophies among the 51 trophies.

Aiming to Earn “Berseeria Master”

Among the trophies, Nos. 2–8 can be earned by advancing the main storyline to the end, Nos. 9–18 by clearing specific sub-episodes. Trophies from No. 19 onward require meeting certain conditions such as achieving a specified number of actions, etc.

Additionally, Nos. 19 and above require fulfilling particular objectives. The No. 19 trophy “Mystic Mist” must be obtained in a subsequent playthrough if missed, so be careful. Also, it’s advisable to keep Nos. 31–37 in mind from early on as you play.

Trophy List

Title and Acquisition Conditions
No. 1 Berseeria Master Earn all trophies from Nos. 2 to 51
No.2 Ferocious Beast Loosed in the Wilderness Escape from Titanea at Main 10
No.3 The Sword that Rends the Hero Finish the Altorius battle at Main 23
No.4 The Bringer of Chaos Go to the Northern Rooftop of Titanea Watchtower at Main 39
No.5 Chain of Guilt Defeat the Incomplete Divine Vessel Oscar at Main 50
No.6 The Unquenchable Flame Escape from the Leyline at Main 53
No.7 Roaring Calamity Complete Main 62
No.8 Velvet Croup Clear the Main Episode
No.9 The Demon King That Devours All SUB 04 Clear "Velvet Cuisine ④"
No.10 Rantetsu Style Master SUB 10 Clear "Kokurou Cut Demon Sword ④"
No.11 The Saintly Servant Who Knows Prayer SUB 11 Clear "Raffleset and the Ancient Elixir ④"
No.12 Our Way SUB 13 Clear "Aizen's Journey ②"
No.13 Glory of the Magilou Puppet Theatre!? SUB 14 Clear "Magilou Puppet Troupe Goes ⑧"
No.14 Beyond Reason, Wish and Thought SUB 20 Clear "The Mothers' Wish ④"
No.15 List of Soothing Bliss SUB 37 Clear "The Moment of Healing, Is It Coming!?"
No.16 Travelers Across the End Times SUB 34 Clear "The Messenger of the End Appears!"
No.17 The Moment When Darkness Was Born SUB 07 Clear "The Tale of the Turtle Keeper⑥"
No.18 A Promise in My Name SUB 26 Clear "The Zeal of Zavida④"
No.19 Misty Mystique View all hidden techniques including allies and enemies (→P219)

Title and Acquisition Conditions
No.20 Hundred Team Achieve more than 100 consecutive hits (→P219)
No.21 Twenty Nations Steal 20 or more souls from enemies in a single battle (→P219)
No.22 Break Soul Rude Reign Trigger all allied Break Souls (→P220)
No.23 What a Surprise 10000 Deal 10,000 or more damage to an enemy in a single hit (→P220)
No.24 Those Who Reached Level Character level reaches 200 (→P220)
No.25 Hanging Man to Hang Hang Defeat the Wandering Enemy Hanging Man
No.26 Swat the bees and owowow Defeat the Wandering Enemy Queen Bee
No.27 True Escape Hi Defeat the Wandering Enemy Omanto Hi Hi
No.28 Chinese Rebuttal Defeat the Wandering Enemy man who talks about China on its back
No.29 Lintbulm Also Burr Defeat the Wandering Enemy Lindblum
No.30 Imasuokenkatsu Acquire all Magic Crystals (→P220)
No.31 B Medal Raise all characters' titles to rank 2 or higher (→P220)
No.32 Calm Steel Heart Velvet Velvet learns more than 50 master skills (→P221)
No. 33 Loyal Samurai Rokurou Rokurou learns master skills more than 50 types (→P221)
No.34 Curious Active Raifiset Rifiset masterfully learns more than 50 master skills (→P221)
No.35 Hard Fist Deputy Captain Aizen IzEN master learns more than 50 master skills (→P221)
No.36 Truth or Dare Magilou Magiru learns more than 50 master skills (→P221)
No.37 Honest and Unyielding Eleanor Eleanor learns more than 50 master skills (→P221)
No.38 Do not forget to care for your equipment! Enhance equipment more than 50 times

Title and Acquisition Conditions
No.39 Gard grows mountains when accumulated Accumulate total Gelder (Garuds) to over 20,000,000 (→P221)
No.40 Leading Figure of Prosperous Commerce Raise shop rank to 15
No.41 Treasure Hunter Discover 290 or more treasure chests (→P221)
No.42 Pirate’s Dream Discover all treasures through the exploring of the Other Seas (20 types in total)
No.43 Chatting for Travel's Healing Play more than 435 long chats (→P221)
No.44 Item Collector Acquire more than 855 types of items (→P221)
No.45 Enemy Doctor Register 265 or more enemies in the bestiary (→P221)

Title and Acquisition Conditions
No.46 The essence of a chef Obtain all cooking recipes (all 30 types) (→P222)
No.47 Alluring Rare Border Unlock all Earthly Relic Trees (49 in total) (→P222)
No.48 Fierce Neko-Soul Open all Neko-People Boxes (58 in total) (→P222)
No.49 Keeper of the Administrative District Clear all Type-4 Administrative Districts (10 locations in total)
No.50 Active in Offense and Defense Defeat all Class A warning demons (total 31)
No.51 Tales Coin Large Accumulate more than 200,001 TL Coins (→P222)

No.19 Misty Mystique

Condition: See all secret techniques

The most careful trophy. The condition is to see all enemy secret techniques, but if you miss some in the first playthrough, you can view them in subsequent playthroughs to earn the trophy. In particular, it’s easy to miss those with special activation conditions, Phoenix and Dark Turtle. It’s easier if ally’s third secret technique uses Coordinated Secret Technique (→P49).

Has secret techniques under special conditions. Phoenix and Dark Turtleman

Secret techniques of enemies that can earn a trophy (Sub-episode)

Secret Techniques	Enemies used
Dark Wings Soaring Like a phoenix Ludeness Whip Killer Play Sword I’m not using items (※)	Phoenix
	Phoenix
	Zabida
	Dark Kamenin
	“Dark Kamenin
Not using items (※)	Dark Kamenin
Killer Play Storming Fist	Jude (1) 、Jude (2) !
Supreme Elements	Milla (1) 、Mirra 2()
Tiger Fang Slash ・弩	Jude (2) & Mirra (2) Collaborative Secret Technique

※ To earn the trophy, you only need to watch one of them

Secret Techniques of allies that qualify for trophy attainment

Secret Techniques	Acquisition Method
Six-Person All First Secret Technique	Main 22 completed (Raifisetto main 26)
Six-Person All Second Secret Technique	Character Level Up
Six-Person All Third Secret Technique	Taming the Eight-Headed Dragon Kanonushi to defeat each boss & Character Level Up
Three Teams Cooperation Secret Technique	EX Dungeon “Stairway to Heaven” defeat each boss

Enemy secret techniques that count toward trophies (Main Episode)

Secret Techniques	Enemies used
Arashi Tsuki-ryu: Ara-washi	Shigure (2)、Shigure (3)
Violet Mixer	Wamajiu Theresa
Sylphid Blaze	Incomplete Kami-Obscener Oscar
Bold Libs	Demon of Eti Freud
Storm Moon Style: Golden Eagle (Counter※)	Shigure (3)
Absolute Prison	Demigod Mercury Melchior
Gradual Wolf Shadow Formation	Altorius (2)
Primary Killing	Kanushi
Secret Sword Path Sealing	Kami-Obsidio Altorius, Primordial Kami-Obsidio Altorius

※ Ryoku is participating in battle and is not incapacitated

No.20 Hundred Team

Condition: Achieve a maximum combo hit count of 100 or more.

Velvet's " 四葬天 Like "Illusion" or "Anarchy", form combos with skills that have many hits and long attack durations. If you run out of linkable actions, use Break Soul to extend the combo further. To avoid defeating enemies mid-combo, set the battle rank to "Chaos", and it's also a good idea to equip weapons with low attack power or arte attack.

No.21 Land of Twenty

Condition: Steal 20 or more souls from enemies in a single battle.

In normal encounters, you'll defeat all enemies before stealing 20 souls. Aiming for dangerous encounters is one way, but the easiest way to obtain them is to clear the Fourth Management Zone. Excluding the Super-Species Dense Habitat, a total of 20 or more enemies appear, so you can definitely achieve it. Regarding the strategy for the Fourth Management Zone

please refer to the explanation from P176.

No.22 Break Soul Buraikou

Condition: Activate all Break Souls

Check the number of uses and eliminate any with a value of "0". Not only Break Soul, but also the use of esoterics possessed by Velvet and Magilou will become acquisition requirements. In particular, Magilou has complex conditions for activating each esoteric. To trigger the esoterics you aim for, it's good to check the mana consumption and absorption listed on page 31 and challenge enemies that correspond to the required techniques.

Learn Break Soul. Defeat all bosses of the Eight-Headed Dragon Kanonushi,

No.23 Astonishing 10000

Condition: Achieve damage of 10,000 or more in a single hit

Raise the character level and equip a high-attack weapon, then aim for a secret technique from a weak-point combo. If the opponent is stunned, you can deal even more damage. Note that the damage is judged per hit, not by combo damage. For Velvet, the secret art "Destructive Shockwave" yields the highest single-hit damage.

No.24 Those Who Cleared the Level

Condition: Character level reaches 200

It is recommended to purchase "Double experience" and "Triple experience" at the Grade Shop, and aim to obtain them from the second playthrough onward. Experience farming locations include the Stairway to Heaven, where bosses respawn indefinitely. To farm even more efficiently, have each character learn the skill that gives +0% experience when defeating dragons.

No.30 Imasuokenkatsu

Conditions: obtain all Magic Crystals

To collect all magic crystals, you must defeat all Class A vigilant demons and wandering enemies, clear certain sub-episodes, and raise shop rank to some extent. Check page P290 for unacquired magic crystals and how to obtain them. For crystals that can be obtained in multiple copies, obtaining one is sufficient.

No.31 B Medal

Condition: Rank up the titles of all characters to at least Rank 2.

All titles that can rise to Rank 3 can be raised to Rank 2, but the number of times required in each category is large. Attempting to accumulate all at the end takes time, so be mindful of the rank-up conditions and required counts from the early stages as you progress. The number of times needed to reach Rank 2 is summarized below. If you are aiming to obtain them through repeated play, be sure to purchase "Title Inheritance."

Some titles include Slash Beat and Shamblen 2 will be helpful.

Common goals across all characters to be pursued deliberately

Description
"AUTO" control characters' usage also counts. It is fine to earn by clearing Fourth District Management or mini-games like Slash Beat. In particular, the number of Secret Arts uses is easier to accumulate through the mini-game Slash Beat.
When the squad is placed at the far left at the start of the battle, it counts as one. If control is set to "AUTO" at battle start, it is invalid, but you can switch to "AUTO" after the start. Also counts when challenging mini-games Shambaloon 2 and Slash Beat, so make use of them.
It is not the party's total defeats that matters; each character must earn the number of times they pierced the Tomoe separately. The number of balloons defeated in the mini-game Shambaloon 2 also counts.
Number of enemies defeated by dealing 40 or more hits. Mini
Defeated all enemy weaknesses and entered "Weakness Link State" occurrence. Farming in the Fourth Sector Administrative District is recommended
Number of times enemies were stunned. In the minigame Slash Beat, stunning Kakashi No. 2 counts.
It also counts when appearing via Switching Blast. Counts even for characters set to "AUTO"
Number of times enemies were put into status ailments. This also counts when farming in the fourth-type management area
The number of times you dodged enemy attacks with a step-around movement. Counts even if the character using "AUTO" dodges
Number of times you seized souls from enemies. It's good to farm in the fourth-type management area
Each character must individually accumulate the number of times they delivered the finishing blow to drop items. "Floo
Eat items that increase drop rate, such as "200 item drops, plenty of Heaven Parfait," and repeatedly fight in the fourth-type management area to farm
Learn 50 master skills for equipment. See No. 32-37 for details
Increase the total number of enhancements on equipped gear to +30 or more. Once the condition is met, you can remove items, so it's efficient to 강화 rings and boots that every one can wear and reuse. If you raise rings and boots to +10, armor +4, unique +3, weapon +3, etc. will suffice

ately
Special Skill uses: 5,000 times; Secret Arts uses: 2,500 times; Holy Slavery Technique uses: 1,000 times; Break Soul uses: 1,000 times; Secret Arts uses: 250 times
Number of operations: 150 times (Only Velvet: 300 times)
Defeated enemies: 2,500
more hits. Mini
Failed linkage of weakness 500 times
500 stun counts
Swap appearance 50 times; inflict status ailments 200 times (Raifisette 70 times, Aizen 100 times)
Evasion count 400
Soul theft count 2500
Eat items that increase drop
50 equipment masters
Maximum total equipment enchantment count: 30 times

Special items that must be earned for each character

Characters and what to earn	Description
Velvet Playtime: 50 hours, Battles: 5 hours, Menu: 5 hours, Battles: 1,200 times	Total playtime, cumulative time spent opening battles and menus, total number of battles, etc., will naturally be achieved by progressing to the late stages of the main episode
Roclow Disassemble equipment 400 times, Enhancement 200 times, Maximum enhancement count: 6, Discover 240 skills	There are many conditions related to equipment. For duplicate equipment, keep only those with excellent skills and actively disassemble the others. The maximum enhancement count is okay if you enhance one piece of equipment to +6.
Rifiset Discover 100 types of enemies, Consume 45 types of material items, Discover 100 types of equipment items, Explore otherworld 60 times	There are many conditions related to the number of enemy and item types discovered, and the library. These can be naturally achieved while aiming to acquire other trophies. Let's dispatch them.
Issen Cumulative GRADE 3,000, Short-time victory 400 times, Defeat 10 Type A Vigilant Demons, Defeat 10 Wandering Enemies	There are many conditions related to combat. For short-time victories, acquire the "Short-Time Victory" GRADE. It's good to earn GRADE by defeating Wandering Enemies.
Magilou Spend 500,000 Gald, Purchase 100 equipment items, Shop rank 7, Maximum selling price 10,000 Gald	The condition is to spend money, no matter what. To acquire trophies, it's necessary to accumulate 20 million Gald and maximize the shop rank, so we want to actively raise the shop rank. For the maximum selling price, you just need to sell items that can be bought for 10,000 Gald or more per piece after enhancing equipment.
Eleanor Open 120 new treasure chests, Discover 80 herbs, Map movement distance 200,000 meters, Replays of chat messages 250	There is nothing particularly difficult; just properly collect treasure chests and herbs. If you collect them, you can meet the conditions. Lo... If a long chat occurs, make sure to play it back immediately.

No.32 ~ No.37 Calm Steel Heart Velvet ~ Honest Unyielding Eleanor

Condition: Learn more than 50 master skills for equipment

There is a need for all 6 members to learn 50 master skills, which takes time, so you should start planning from the early stage. Check the results screen each time, and as soon as you master a skill, switch to a different piece of equipment immediately. Prioritize learning from skills like “Master Skill Acquisition Speed + ◯%,” and if you defeat wandering enemies to earn grades without using items, that’s advantageous.

Skills that increase acquisition speed
Let's progress using the attached title as well.

Equipment with the effect of increasing Master Skill acquisition speed

Equipment (※)	Effect
Unique Ampibel	Acquisition Speed +10%
Unique Topaz Belt	Acquisition Speed +14%
【Unique】 Adamant Belt	Acquisition Speed +19%

※ In the Velvet case. For the other five characters, equipment with the same effect is prepared in three variants each.

No.39 Gard grows mountains when accumulated

Condition: accumulate at least 20,000,000 Gald

Clear the Super-level Dense Habitat in the Fourth Management District repeatedly to earn gald. Use the “Shark Bottle.” Additionally, you can earn more efficiently. Alternatively, collect equipment on the Staircase to Heaven and sell it. In a second playthrough, purchase “Gald x2” at the Grade Shop.

No.41 Treasure Hunter

Condition: Discover more than 290 treasure chests

It can be achieved by opening 95% of treasure chests, and it’s okay to miss a few. Defeat the High-class Vigilant Dusk Monster Holes in Brigit Valley and obtain the “Spell Crystal of Clairvoyance”; the number of unopened treasure chests will be displayed at the top-right of the screen to help prevent missing any. Do not forget to open chest areas (2) in the Veins you cannot revisit and The Carys’ chests. Note that the number opened can be checked in the play record under “New Treasure Chest Obtained Count.” Cat-Ninja Boxes, Stairway to Heaven chests, and chests that respawn after being opened once are excluded.

No.43: A Casual Chat for Travel Comfort

条件:長チャットを435個以上再生する

There are 457 long chats in total. As soon as they occur, make a habit of replaying them. If you are short, after clearing the Stairway to Heaven, you can have Neko-nin Village’s cat replay the chats and give Neko Spirit 500 to replay.

No.44 Item Collector

Condition: Obtain at least 835 types of items

Consumables and equipment are of course included, as well as valuables, magic crystals, and visual items. Collect items that can be exchanged for TL Coins and rewards from sub-episodes. If you still need more, gather unique equipment dropped by enemies to increase the count.

No.45 Enemy Historian

Condition: Register 265 or more enemies in the Bestiary

Among the 278 total enemies that can be registered in the Bestiary, register 265. Fight and register enemies from sub-episodes, appearances in the Stairway to Heaven, and甲種警戒業魔 (Elite Sentinel Demon) as well. The drop column can be "????" as well.

No.46 The essence of a chef

Condition: Obtain all cooking recipes

Among the 30 recipes, most can be obtained through the Journey to the Abyss exploration. Each area has one recipe, so keep dispatching until you obtain them. In addition, treasure chests on fixed floors of the Stairway to Heaven also allow you to obtain five recipes, including "Rich Soft Serve." A list of dishes and recipes can be found on page 17, and treasure chests containing recipes on the Stairway to Heaven are on pages 212 and onward.

No.47 Alluring Rare Border

Condition: Unlock all地相樹

In towns, dungeons, fields, and other locations listed in the table below, one Gaia Tree is placed at each site. Locations where Gaia Trees have been unlocked can be checked by icons on the world map, so investigate and unlock the remaining places. If you obtain the “Inorf Bottle∞” from Eight-Headed Dragon Kanonushi, travel between maps becomes easier and the unlocking process progresses smoothly.

Map List with Geomancy Trees

Town	Tarien
	Abal
	Heravysa
	Biarsley
	Meirushio
	Renid
	Rouraine
	Zekuson Port
	Roguress
	Stoneberry
	Cadonix Port
	Izurt
	Haria
	Rioniel Island Pier
	Catnip Village
	Normin Island
Dungeon	Morgan’s Forest
	Forest of Calm
	Titania
	Hadro Caverns
	Foldis Ruins
	Kirarausu Volcano
	Wāgu Forest
	Western Laban Cavern
	East Rabban Cave

Dungeon	Vortigan
	Royal Capital Underground Passage
	Rogress Palace
	Garis Lake Road
	Davar Forest
	Zamarr Bell Cavity
	The Throne of the Holy Lord
	Eight-Head Dragon Kanonushi
	Iboruku Ruins
	Vestir Mineto
	Temple Parademus
	Veildu Marsh
	Stairway to Heaven (First Chamber)
Field	Prunaha Lakeside Cliff Path
	Fígal Snowfield
	Gaibruque Ice Land
	Norg Marsh
	Brunak Plateau
	Darna Road
	Ardina Prairie
	Bridget Gorge
	Curseland
	Macryl Beach
	Manan Reef

地相樹のないマップ

地脈、 The Caris, Fourth Type Management District

No.48 Fierce Nekonin Soul

Condition: Open all Nekonin Boxes

Nekonin Boxes are located at 58 sites listed below. Once you collect the necessary Nekoin Spirit, unlocking all of them is easy. The Nekoin Spirit floors that appear on random floors of the Stairway to Heaven are safe and highly profitable, so they are recommended. The fourth floor, which yields the most at 480 items, is recommended. After collecting, exit with a “Denore Bottle” and repeat entering until Nekoin Spirit floors reappear.

Maps with Nekonin Boxes and the required Nekoin Spirit

	Map: T	“Neko Spirit”
Town	arielshin	230
	Abal	250
	Heravysa	15
	Biarsley	15
	Meirushio	335
	Renīdo	125
	Rouraine	140
	Zekuson Port	75
	Roguress	95
	Stoneberry	200
	Cadonix Port	110
	Izurt	170
	Haria	185
	Rioniel Island Pier	275
	Normin Island	525
Dungeon	Morgan’s Forest	250
	Forest of Calm	250
	Titania	275
	Hadrow Swamp Dense	25
	Forduš Ruins	320
	Kiraraus Volcano	375
	Warugu Forest	115
	Nishi Laban Cavern	35
	East Laban Cave	135
	Vortigan	35
	Royal Capital Underground Passage	65
	Rogress Palace	65
	Garis Lake Road	75
	Davar Forest	375

	Map: Za	ねこスピ
Dungeon	malu Cavern 鍾	375
	The Throne of the Holy Lord	80
	Eight-Headed Dragon Kanonushi	410
	Ikrolk Ruins	80
	Vestir Mineto	100
	Temple of Palamedes	200
	Veildu Marsh	300
	Stairway to Heaven	525
Field	Prunaha Lakeside Cliff Path	245
	Fígal Snowfield	—
	Gaibrook Ice Land	335
	Norg Swamp	145
	Brunark Plateau	145
	Daana Way	95
	Ardina Grassland	225
	Bridget Gorge	70
	Caerland	300
	Makril Beach	185
	Manaan Reef	165
Fourth Administrative District	Indeterminate Seed Domain 棲	115
	Beast-type Secret Domain 棲	135
	Crustacean-type Secret Domain 棲	150
	Region: Winged-Type Secret Nest Domain	200
	Legless-Type Secret Domain 棲	225
	Orc-Type Secret Tower Domain	230
	Undead-Type Secret Domain 棲	265
	Monster-Type Secret Domain 棲	315
	Armored Secret Domain 棲	375
	Super Secret Domain 棲	450

No.51 Tales Coin Large Serving

Conditions: Accumulate more than 200,000 TL coins

TL coins can be earned efficiently by minigame Champa-loung? 2. Each time you beat the time in Stage 5, you can earn thousands to tens of thousands of TL coins. If updating the time becomes difficult, switch to short-duration minigames such as Slash Beat or Jump! Vienfoo. Note that the difficulty is high, but you can also earn as many as 11,000 coins on the first clear of the top-level Sliding Puzzle.

Data

Data

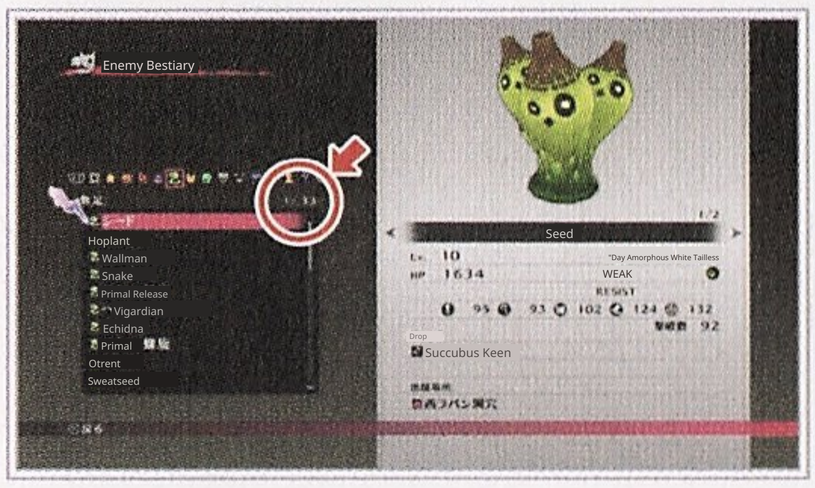
Tales of Berseria
Perfect Guide

Enemy Data

Here we list all enemies appearing in this work in gojūon order. Use this to check enemy HP, resistances, locations where they appear, and items they drop.

Aiming to complete the Enemy Bestiary

The enemies listed here include 278 species registered in the Enemy Bestiary, plus 1 more, Bloody Wolf, not registered in the compendium, for a total of 279 species. If you register 265 species, which accounts for 95%, you can earn the "Enemy Expert" trophy. Compare the total number of species by race with your own data; if any races are missing, search for unregistered enemies in the race index and aim to complete the Enemy Bestiary.



Let's compare the obtained number with the total count below. Switch to race-specific display and continue displaying

Total number of enemies by species registered in the Enemy Encyclopedia

ALL	獣	Shell	Undefined	A no-foot	With wings	Orc	Armor	Undead	Demon	Dragon	人	Unknown
278	36	[illegible]	26	33	45	41	70	29	82	25	36	20

Species Index (※)

Carnivores

Name	Lv.	Page
Wuriboa	3	P232
Metaboa	5	P260
Bat Baron	10	P252
Boar God (1)	11	P230
Wolf	11	P232
Mole	11	P260
Tenkazaru	13	P248
Marmot	14	P258
猪神(2)	18	P231
Omantohihi	21	P235
Skunk	23	P243
Boar	23	P257
Force Hound	25	P254
Sand Mole	28	P240
Venom Lizard	29	P256
Bush Ape	32	P254
タイガヘッド	33	P247
Managalum	41	P258
喰魔オルトロス	43	P237
Dangerous Smell	44	P249
Giant-eared Sylph	46	P237
Behemoth	46	P257
Chimera	48	P236
Winter Wolf	52	P231
Wild Boar	52	P263
Ignite Mall	55	P230
Lars Reboar	55	P261
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※ When the race and level are the same, the order in the Monster Encyclopedia may change

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※ Bloody Wolf is not registered in the Enemy Bestiary

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How to Read Enemy Data

【Regarding the data published】

The 278 monsters registered in the Monster Encyclopedia and the 279th monster, the Braddieu Wolf, not registered in the encyclopedia, are listed in gojūon order. The data are all based on basic values with Battle Rank set to “Normal.” If the battle rank is changed from “Normal” to another rank, Lv., HP, Attack, Magic Attack, Defense, Magic Defense, and Concentration will change according to the rank. Furthermore, in the case of a Dangerous Encounter, the enemy’s level may change, and wandering enemies gain level as you defeat them, causing the numbers to change even if the battle rank remains “Normal.” Also, when the battle rank is “Simple,” there are no resistances or weaknesses to elements, and the column for element interactions shows “-” for all entries.

① Name

Enemy name. If it reappears with different stats, it is distinguished with numbering using ( )

② Race

Icon indicating the enemy's race. This indicates that the enemy is registered as a boss in the enemy compendium. Also, for the Boss-type Watcher Demon and Wandering Enemy, the race icon is described to the left of the icon

③ Graphics

Enemy graphics

④ Lv. and HP

Enemy level and HP numbers. Details are as follows

Lv. ····· Enemy's base level

HP ····· Enemy's maximum HP

Weight ····· The weight of the enemy is described in six levels: Very Light / Light / Normal / Slightly Heavy / Heavy / Very Heavy. The heavier it is, the harder it is to lift the enemy with attacks, and the more resistant to being knocked back

Stagger: A modifier that affects the enemy's stagger time. The larger the value, the shorter the stagger time.

Probability Effect: A modifier that affects the likelihood of enemy probability effects. The larger the value, the less likely it is to apply detrimental effects such as stuns or burns.

⑤ Abilities

Combat-affecting enemy stats. The larger the number, the stronger the enemy. Details are as follows

Attack Power ····· Affects the power of the enemy's skills and ultimate techniques

Magic Attack Affects the power of the enemy's ultimate techniques and sacred magic; Defense Power ····· Affects the damage the enemy takes from skills and ultimates; Magic Defense Affects the damage the enemy takes from ultimates and sacred magic; Concentration SG recovery speed and the probability of effect occurrence

⑥ Compatibility with elements

Weaknesses and resistances for each element. The types and main effects are as follows: Weakness ····· Damage dealt to the enemy is 1.5x

Half damage ····· Damage dealt to the enemy is 0.5x. However, it changes according to battle rank: Second 0.4x, Hard 0.3x, Evil: 0.2x, Chaos: 0.1x

Drop ····· Damage dealt to enemies is 0.01x

Reflection ····· Cannot deal damage to enemies and allies take damage

7 Skills

Skills possessed by the enemy

8 Characteristics

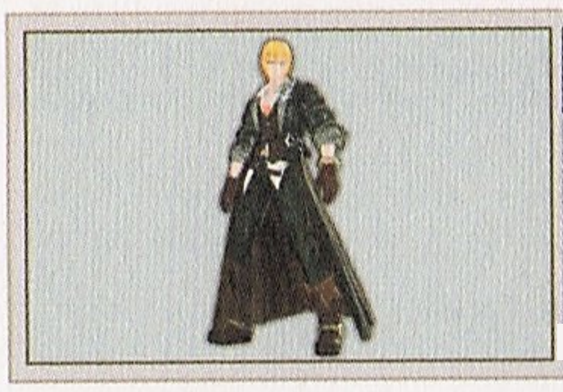
Enemy characteristics. Mainly information displayed when targeting the enemy during combat. Effects such as "Attack power +30%" indicate a buff that lasts for 30 seconds from the start of combat. Phrases like "Defense is low" describe a trait of the stats and are shown on screen as "Weak to skills" or similar. This display varies by the player's character; when defense is low, the character is weak to skills or magic defense is low, making them weak to ultimate or magic. "When ○○ is present, abilities ~倍" denotes an enhancement link, and when the listed enemy is present, the ability increases. Defeating that enemy removes the enhancement link effect.

⑨ Drops

Items obtained when defeating enemies and winning battles, basic experience points, and gald. However, items other than magic crystals, visual items, and valuable items drop with a certain probability.

⑩ Appearance

Locations and events where Enemies Appear



Issen

Lv. 18
HP 12132 Weight: Heavy Flinching 32
Chance Effect 55

Attack Power 344
術Attack 286
Defense 269
Magic Defense 236
Concentration 317

Wind: —
Earth: —
Water Half-Reduction

Skills —
Trait: Attack Power +30%
Drop: Armored Demon Steel Crystal I, 1561 Gold
Appearance: Main 22

Aji-Dahaqa

Lv.124 Attack Power 2184 No Reduction
HP209053 Magic Attack 1843 Fire Reduction
Very Heavy Weight Defense 1791 Water Reduction
"Knockback 70 Magic Defense 1606 Earth Reduction
【Probability Effect】 30 Focus 1036 Wind Reduction

Skill damage prevents Soul from dropping below 3
Special術Attack +30%
Drop: Splitting Void of the Same Body Magic Steel Crystal, 165900 EXP, 37050 Gold
Appearance: Stairway to Heaven (Seventh Chamber Boss) (→P217)

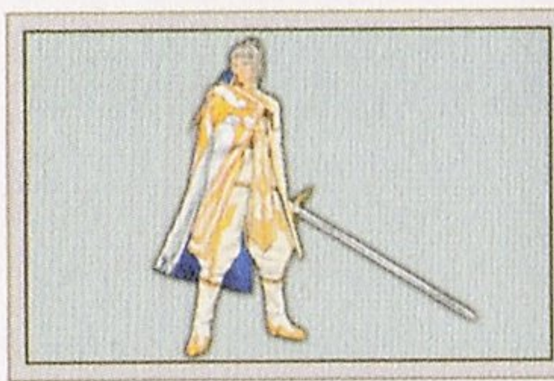
Axe Beak

Lv.13 Attack Power 99
HP2551
Weight: Normal
Knockback 0
【Probability Effect】 105

Magic Attack 210
Defense 102
Magic Defense 106
Concentration 142

Fire: None
Wind: —

Skills —
Characteristic —
Drop Azite, Amber Ribbon, 18 EXP, 17 Gold
Appearance: Daruna Street (→P107), Type 4 Administrative District, Winged Species Hidden Domain (→P179)



Altorius (1)

Lv. 60
HP 45,280 Magic Attack 373 Fire
Weight: Very Heavy; Defense 393 Water
Stagger 00
[Probability Effect] 0

None
Magic Defense 372
Focus 347

Ground: —
Wind: —

Skill Reduces all damage by 20
Trait Defense +30%
Drop —
Appearance: Main 23

Artrius (2)

Lv. 65
HP 7,837 Magic Attack 783 Fire Half-Reduced
Weight: Heavy; Defense 1,037 Water Half-Reduced
Stagger 56 Magic Defense 788 Earth Weakness
[Probability Effect] 60

Attack 492 None
Focus 869

Wind: —

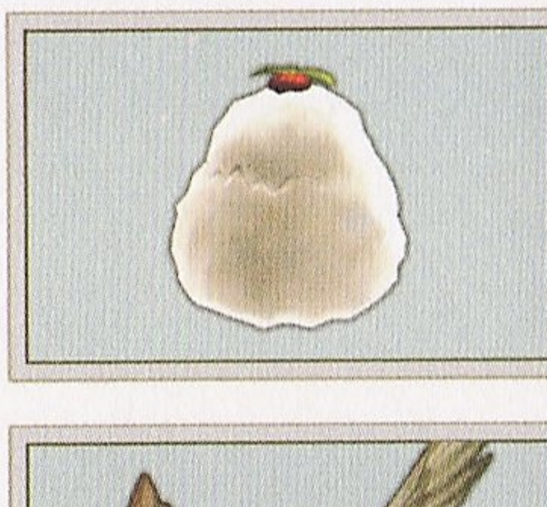
Skill Reduces damage of 1000 or more by 40%
Trait Defense +30%. Magic defense is low
Drop —
Appearance: Main 65

Antique Armor

Lv. 34
HP 22656 Magical Attack 331 Fire 激減
Weight: Heavy
Stagger
[Probability effect] 35

Attack Power 67[illegible] None. Weakness Skill
Defense 686, Water, Weakness, Drop Items Lv.21–34 Equipment, 277 EXP, 212 Gold
Magical Defense 57[illegible] Earth
Concentration 715
Wind: —

Characteristic —
Appearance: Main 38



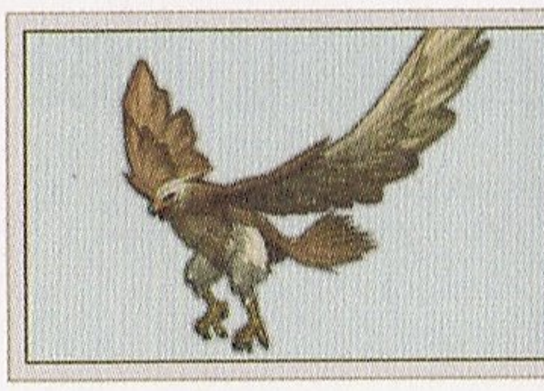
Annindoufu

Lv. 76
HP 16381
Weight: Very Light Defense Power 624
Reeling Back 0
[Probability Effect] 15

Attack Power 409
術Attack 429
Magical Defense 365 Earth Weakness
Concentration 350

Windless: —
Earth: —

Skills —
Characteristic: Magic Defense is very low
Drops World of Sun, Mithril Bag, Adamant Bag, 1080 EXP, 379 Gald
Appears at: Stairway to Heaven (First Chamber, Second Chamber) (→P212)



Eagle

Lv. 7
HP 1493 Magic Attack 130 Fire Weakness
Weight: Normal
Stagger 0
[Chance Effect 125

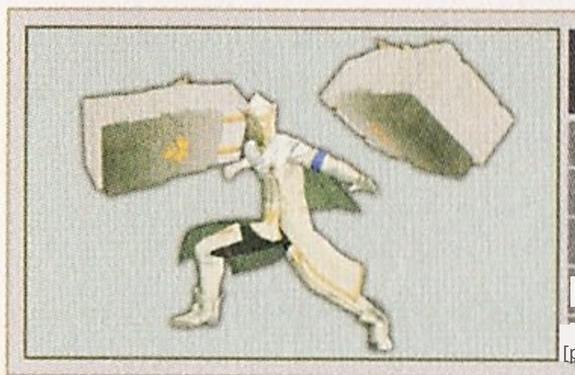
Attack Power 100
Defense Power 88 Water
Magic Defense 80
Concentration 138

None: —
Ground: —
Wind: —

Skills —
Characteristic —
Drop: Worn Ribbon, Amber Ribbon, 15 EXP, 14 Gald
Appearance: Figal Snowfield (→P98), Main, Fourth Type 11 Management Area Winged Species Dense Habitat (→P179)

Ignite Mall

Lv.	55	Attack Power 428	No —	Skills	—
HP	13724	Magic attack 411	Fire —	Characteristic	—
Weight	Normal	Defense 544 Water p[illegible]t mouth ツ7	弱 —	Hidden as both deity and god, seventh work next child, only one child, next step, 465 EXP, 285 Yu	
のけぞり	0	[Magic defense 4 7	Ground —		
[Probability effect] 75		Concentration 328	Wind [illegible]duction	appears as well volcano (→P148)	

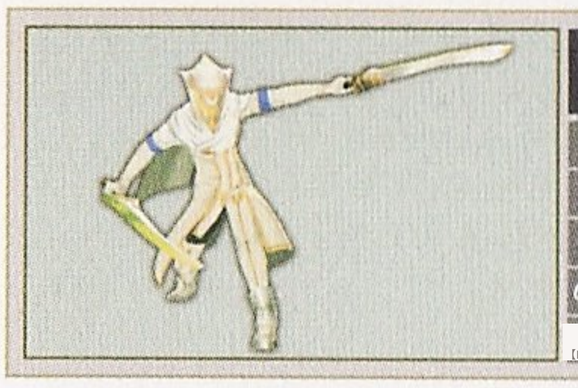


· equal rigid fist against demon

Lv.	46	Attack power 579	無 —	Skills	—
HP	14854	Magic attack 489	Fire —	Radib: Magic Attack +30%	
Weight	Heavy	Defense 471	Water Ha[illegible] Mouth 527	EXP, 3,440,000 children	
Knockback 40		[Magic defense 443	Ground —		
[probability effect] 40		[Concentration] 487	風 — Weakness	Appearance: Xixi dual blades (2) (→P128), wai	

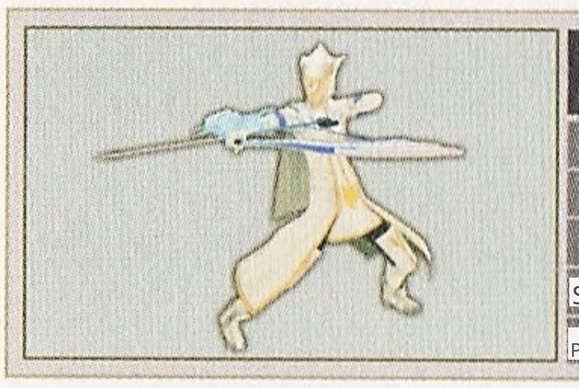
First-class War Staff Mage

Lv.	23	Attack 212	None —	Skills	—
HP	3446	[Magic Attack 282	Fire —	♥ Magic Defense +30%	
Weight: Normal		[Defense 232	Water —	Drop	—
Nozo 28		【Magic Defense 20	地 — Weakness	Appearance	Fire 28
Probability Effe 55		[Focu 27 Wind	—		



First Class Twin Swords Against the Mage

Lv.	39	Attack Power 39	No Half-Reduction Skill	—	
HP	12489	術 Attack 519	P4 Weakness	特性	Defense +30%
Weight	Normal	[Defense 351	Water —	Price 306 EXP, 2.17 million coins	
のけぞり	Slope 30	Magical Defense 350	Earth —		
【Probability Effect】	60	Focus 445	Wind —	Appearance 3 44	

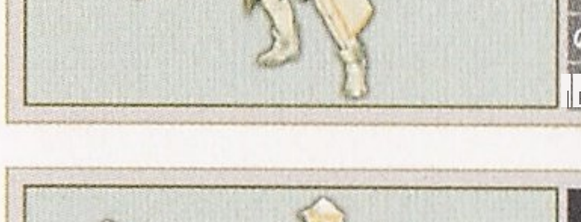


First Class Longbow Against Mages

Lv.	46	Attack 2 3 No e	—	Skills	—
HP	9400 Magic Attack 358 Fire Half Reduction			特性 New Counter Defense +30%	
重量	Minor Child Heavy Defense 354 Water		—	LINE 379 EXP, 2.47 million coins	
Stagger 36		[Magic Defense 320 Pure Weakness		Appearance	Fire Nation 5
Probability Effect 50		Focus 589 Yuan Wind	—		

First-class longsword against a sorcerer (1)

Lv.	11	Attack Po[illegible]er 220	one —	Skills	—
HP	6153	Magic At[illegible]ck 22	Fire —	characteristic	—
Weight	Normal	Defense 196	Water —	[illegible] Back Double Blade Demon Fire Crystal, 50 EXP, 610,000 yuan	
のけぞり	24	[Magic Defense 196 Earth	—		
Probability Effect] 75		Focus 21[illegible] Win	—	Appearance メイン 17	



First-Class Longsword vs. Mage (2)

Lv.	21	Attack Po[illegible]er 23 No	—	Skills	—
HP	8219	Magical Att[illegible]k 392	Fire None Water None —	特性 Magic Attack +30%	
Weight: Normal		Defense 383	—	TEA 116 EXP, 1,040,000	
Recoil 32		[Magic Defense 350	Half R[illegible]duction	Appea メイン	
[Probability Effect] 80		[Focus] 510 Wind	—		

Boar God (1)

Lv.	11	[Attack] 228 None Weakness		ス Little Cow	—
HP	3000	Magic Attack 130	Fire Ha[illegible] Reduction	Table 性	Defense +30%. Magic defense is one grade lower against demon knights (1), ability 1.1x 牌刀行ムLv.5~11 on e-handed sword ム, 35EXP, 340,000
重量	Youth Heavy い	Defense 189	Water —		
のけぞり	0	Magic defense 4 1	Earth —		
Probability effect	115	Concentration 222	Wind —		

Boar God (2)

Lv.	18	Attack Power 315	None	—	Weakness Skill —
HP	5219	Magic Attack 189	Windless	—	Trait: Low Defense
Weight	Slightly Heavy	Defense 261	Fire	—	Drop: Burning Dash, Amber Boots, Calcite Boots, 61 EXP, 54 Gald
Knockback	0	Magic Defense 198	Water	—	Appearance: The Throne of the Saint (→P112), Fourth-type Administrative District Beast Lair
Probability Effect	150	Concentration 306	Earth	—	(→P177)

Immortal

Lv.	82	Attack Power 723	None	—	Skills —
HP	30752	Attack 995	Fire	Weakness	Trait: Defense is particularly low
Weight	Normal	Defense 489	Water	—	Drop: Empress Shield, Mithril Garment, Adamant Garment, 2695 EXP, 773 Gold
Knee-jerk	0	Magic Defense 1041	Earth	Half-Reduce	Appearance: Stairway to Heaven (Room 3) (→P213)
Break rate effect	35	Focus 595	Wind	—	

Ilryu Yakash

Lv.	92	Attack 817	Spiritless	Reduction	HP 152888 Magic Attack 1377 Fire Reduction Very heavy weight Defense 1476 Water Weakness Knee-jerk 68 Magic Defense 1336 Earth Weakness [Probability Effect] 40 Concentration 1238 Wind

Skill: All damage reduced by 45

Trait: Magic Defense +30%

Drop: Twin Fist Wind Crystal, 98,700 EXP 23,053 Gold

Appearance: Stairway to Heaven (Room 4 Boss) (→P214)

Vivel

Lv.	86	Attack 866	Spiritless	Reduction	—
HP	125,766	Magic Attack 1183	Fire	Weakness	
Very heavy weight	Defense 1243		Water		—
「Nokozori	66	Magic defense 913	Welcome	Reflection	
[Probability Effect]	45	Concentration 1,143	Wind	—	

Skill: While casting, gain steel body up to 20 hits

Trait: Defense +30%. Magic defense is low.

Drop: Armored Demon Steel Crystal・Ten, 79,507 EXP, 23,196 Gold

Appearance: Stairway to Heaven (Boss of the Third Room) (P213)

Wizard Dead

Lv.	94	Attack 978	None	—	Skills —
HP	44,536	Magic Attack 1,265	Fire	Weakness	Trait: Defense is particularly low
Weight	Normal	Defense 566	Water	—	Drop: nameless clothes, Mithril Garment, Adamant Garment, 4,967 EXP 1,202 Gold
のけぞり	0	Defense 1346	Ground	—	Appears: Stairway to Heaven (Fifth Room) (→P215)
[Probability Effect]	30	Concentration 763	Wind	—	

Witch

Lv.	19	Attack 210	Windless	—	Skills —
HP	4407	Attack 229	Fire	—	Characteristic: When a Trickster is present, ability 1.3x
Weight	Normal	Defense 175	Earth	—	Drops: Midiblouse, Calcite Garment, 39 EXP, 31 Garud
Knockback	0	Spell Defense 159	弱点		Encounter: Bridget Valley (→P115), Nogue Marsh (→P119), Fourth Type
[Probability effect]	120	Concentration 213	Wind	—	Administration District Beastkin Lurking Zone (→P183)

Winter Wolf

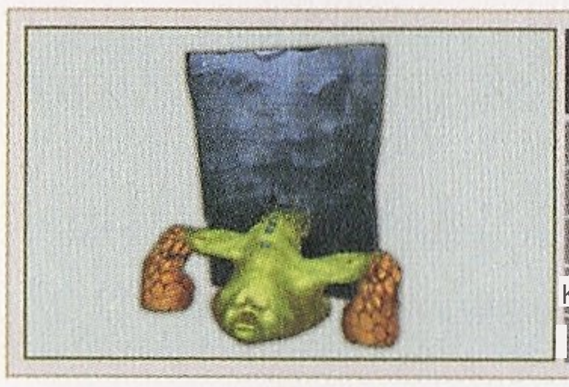
Lv.	52	Attack Power 536	Fireless	—	Skills —
HP	14265	Magical Attack 381	Waterless	Semi-Resistance	Characteristic: Low magic defense
Weight	Light	Defense 585	Earthless	—	Drops: Shattered Flash Blade, Felt Dagger, Quartz Dagger, Topaz Dagger, 507 EXP, 271 Garld
のけぞり	0	Magical Defense 394	Earth	weakness	
[Probability Effect]	95	Concentration 488	Wind	—	Appearance: Gaibluk Ice Land (→P146)

WulfhegiN

Lv.	40	Attack Power 465	None	—	Skills —
HP	12541	Attack 379	Fire	—	Characteristic: Low Defense
Weight	Normal	Defense 300	Water	Weakness	Drop: Battle Blood, Anhilet, Feldrett, 245EXP 168Gald
Reeling Back	0	Spell Defense 372	Ground	—	Calanque Lakeside Cliff Path (→P135), Morgana Forest (→P136), Pacification Forest (2)
[Probability Effect]	60	Focus 407	Wind	Half-Reduce	(→P138), Main 48, Type IV Administrative District Beastmen Breeding Area (→P183)

Wet Seed

Lv.	25	Attack Power	177	None	—	Skills	—
HP	4643	Magic Attack	217	Fire Weakness		Trait	術Attack +30%. Low Defense
Weight	is very light	Defense	190	Water	—	Drop	Bufegegor (Hell Bloom)/ベルフェゴール? Actually need transliteration: The original Japanese: "ドロップ ベルフェゴール、 カルサイトピアス、フロールピアス、 41EXP、 36ガルド" Translation: "Drop: Belphegor, Calcite Earrings, Flor Earrings, 41 EXP, 36 Gold"
のけぞり	0	術Defense	232	Earth	—	Appearance	<original>ブルナーク台地(→P103)、), 東ラバン洞穴(→P163)、 第四種管理地区不定種密棲域(→P176)</original>
[Probability Effect]	120	Concentration	19	Wind	—		

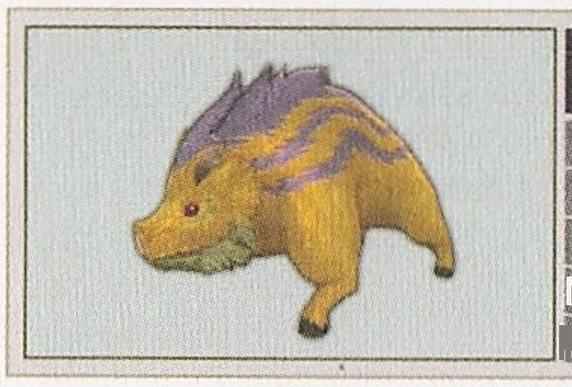


Woolman

Lv.	11	Attack Power	217	None	—	Skills	—
HP	2329	Magic Attack	182	Fire	—	Trait	術 Low Defense
Very Heavy Weight		Defense	221	Water	Half-Reduction	Drop	Chocolate God, Amber Doll, 31 EXP, 31 Gald
Knockback	0	術Defence	171	Ground	—	Appearance	Vaultigan (→P104), Fourth-Type Administrative District Demon Density Lair Region (→P181)
【Probability Effect	105	Concentration	300	Weak Point			

Wood Chopper

Lv.	88	Attack Power	1151	None	—	Skills	—
HP	48561	術Attack	1204	Fire	—	Characteristic	—
Weight	Very Heavy	Defense	972	Water	—	Drop	Jeanne d'Arc, Mithril Belt, Adamant Belt, 7023EXP 1800Gald
Knockback	0	Magic Defense	1106	Ground	—	Appearance	Stairway to Heaven (Room 4) (→P214)
Rate Effect]	35	Concentration	940	Wind	Weakness		

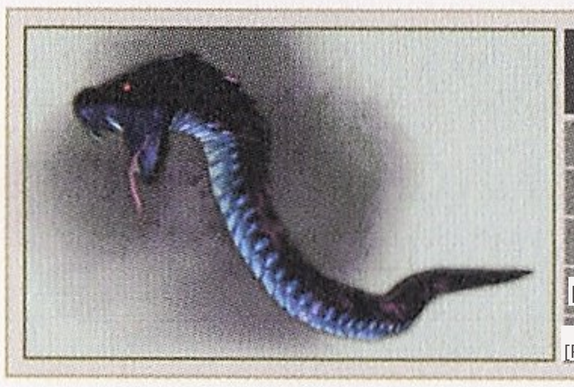


Wuriboa

Lv.	3	Attack Power	69	No	—	Skills	—
HP	604	Magic Attack	47	Fire	—	Characteristic	—
Weight	ight	Defense	58	Water	—	Drop	Uriboar Meat, 11EXP
Knockback	0	術Defense	58	Earth	—	Appearance	Main 2, Grove of Calm (1) (→P95), Morganas Forest (→P136)
Probabilistic Effect	150	Concentration	74	Wind	—		

Wolf

Lv.	11	Attack	150	None	—	Skills	—
HP	2203	Magic Attack	112	Fire	—	術	Special Trait: Defense is low. When Manargalum is present, abilities are increased fivefold
Weight	Light	Defense	152	Water	—	Drop	Foreign Dagger, Amber Dagger, 20 EXP 18 Garls
Knockback:	0	Magic Defense	116	Earth	—	Appearance	Brunak Plateau (→P103), Dana Way (→P107), Fourth Kind Management District Beast Habitat Zone (→P177)
[Probability Effect]	135	Concentration	221	Wind	Weakness		



Ouroboros

Wandering Enemy

Lv.	25	Attack Power	47	None	—	Skill:	Defense Power Increasing, Adds Slow Hit at Early Stage of Sorcery
HP	24696	術Attack	474	Fire: Halved		Special Trait	Defense +30%
Weight:	Heavy	Defense	381	Water	—	Drop	Preliminary Attack Magic Wind Crystal, base equipment for item levels 14–25
Knockback:	51	術Defense	347	地	弱点	Appearance:	Vester Caverns (→P116)
[Probability Effect]	50	Concentration:	2	weak at half			

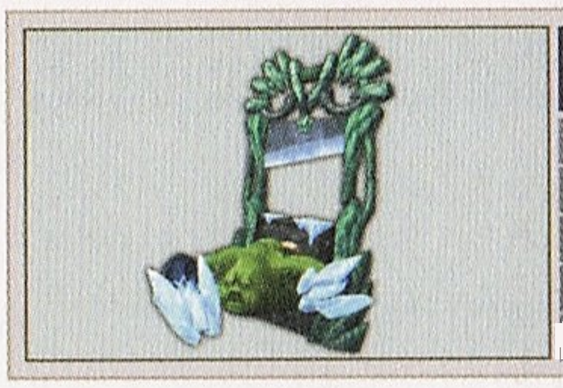
Age Treant

Lv.	36	Attack Power:	372	None	—	“Skills	—
HP	11054	Magic Attack	566	Fire Weakness		Trait:	Magic Defense is very low
重量	Very Heavy	Defense	537	Water	—	Drops:	Edelweiss, Flor Belt, Amph Belt, Felt Belt, 233 EXP 171 Gald
Knockback	0	Magic Defense	342	Earth	—	Appearance	Ardina Grassland (→P130), Fourth Type Administrative District No-Seed Density 棲域(→P180)
[Probability Effect]	95	Concentration	417	Wind	—		

Echidna

Class A Warning Demon

Lv.	17	Attack Power	278	None	—	Skills	When HP is 32% or below, magic attack increases by +30%
HP	158	Magic Attack	460	Fire	—	Trait:	Defense is particularly low
Heavy	ight	Defense	397	Water Weakness		Drop	Evil Heart Wind Crystal, Base equipment with item level 7–17
のけぞり	42	Magic Defense	321	Ground	—	Appearance	Garis Lake Route (→P108)
[Probability Effect]	50	Concentration	307	Sake drastically reduced			



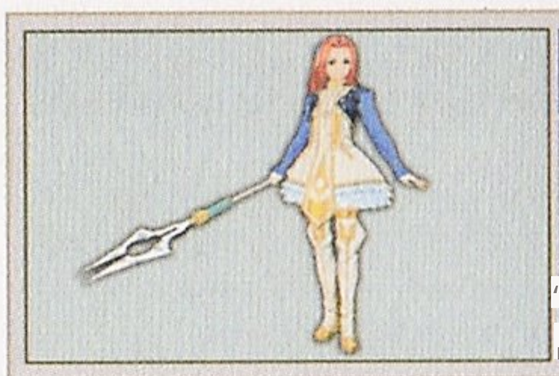
Industrial Artificial Eleven

Lv.	52	Attack Power 582	None	—	Little Ox —
HP	16753	Magical Attack 598	Fire	—	Trait: Defense is particularly low
重量	とても	Defense 395	Water	—	トロッ: Child One, Seven Work Small ベ Little, only a little, a small one, 771 EXP, 46.5 million ルド
Reeling Back	0	[Spell Defense 10477	Earth	—	You O child Ice Earth (→P146)、Cuier Zhongdong (→P167)、Nid zhi Huoshan (→P148), Wa Yi 61 、第四种管理地区妖魔种巢域(→P181)
[Probability Effect]	75	[Concentration 964	Wind	Weakness	

Evil Plant

Class A Warning Demon

Lv.	28	Attack power 407	None	—	When the bull item HP is below 32%, attack power increases by +30% as an additional effect
HP	30683 Spell	攻撃 464	Fire	—	Spell defense +30%
重量	とても	0 Defense 364	Water	partial inspection Reverse Magic Crystal, levels Lv16~28装備品	
Reeling Back	58	[Spell Defense 3983	Ground	—	超现实 冂力 一分树林 (→P120)
[Probability Effect]	45	Focus 75	風	Weakness	

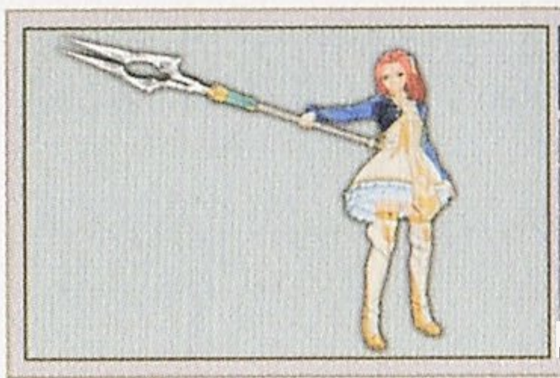


エレノア(1)

Lv.	14	[Attack Power 259	No Fire	—	Skills —
HP	9250	[Spell Attack 346	Fire Weakness		特性 HP: Attack Power +30%. Magic Defense がとても low い
Weight: Normal		[Defense Power 319	Water	—	トロップ Middle-class demon flame crystal, 1325EXP, 416 below ガル
“Recoil 30		Arcane Defense 190	Earth	Half damage	【Appearance 20 メイン
[Probable Effect]	60	Focus 275	Wind	—	

Factory (2)

Lv.	17	[Attack Power 295	No Fire	—	Skills —
HP	11528	Spell Attack 315	Fire	—	特性 Mana art attack +30%. Art defense low が
Weight	Normal	Defense 45	Weakness		トロップ 840 EXP, 2,530,000 ルド
This recoil	30	Arcane Defense 246	Ground	—	
[Probability Effect]	55	Focus 314	Wind	—	Appear e group メ



Factory (3)

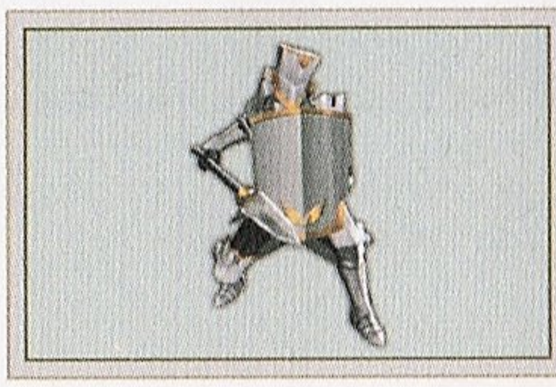
Lv.	20	Attack power 227	Windless	—	Skills —
HP	6671	【Magic Attack 425		—	特性 Defense +30%
Weight	Normal	【Defense 198		—	Drop: Destructive Wind Crystal
のけぞり	32	【Magic Defense 219		—	
[Probability Effect]	50	【Focus 308	Earth	—	Appearance メイン 25

エンシェントアーマー

Lv.	47	Attack 52 Arc	No weaknesses		Skills —
HP	8795	ane Attac 274	Fire: reduction		Characteristic —
Weight	Heavy	Defense 998	Water weakness		トロップ Yan Yue Dao, Gong Zuo, Ku Zi, 467 EXP, 5.05 million yuan down Qi Mai
のけぞり	0	[Magic Defense 8451	Earth	—	(2) (→ P142), Qi Mai (3) (→ P173), Fourth Type Administrative Area Arm
[Probability Effect]	70	Concentration 758	Wind	—	Appearance 棟 ored-Type Secret Realm (→ P182)

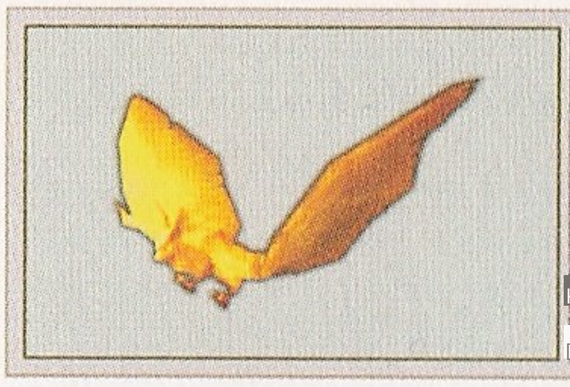
Royal Palace Sword Soldier

Lv.	16	Attack Power 167	No Fire, Water, Earth	—	Skills —
HP	2643 Magical Fire A	179		—	特性 Defense: +30% Martial defense low とても い
Weight	Normal	Defens : 24		—	Ko 23EXP, 210,000 yuan divination
This recoil: 0		Magic Defe 22		—	
Probability effect 75		Focus 16	Wind	—	Appearance mouth a distance palace (→P111) グレス



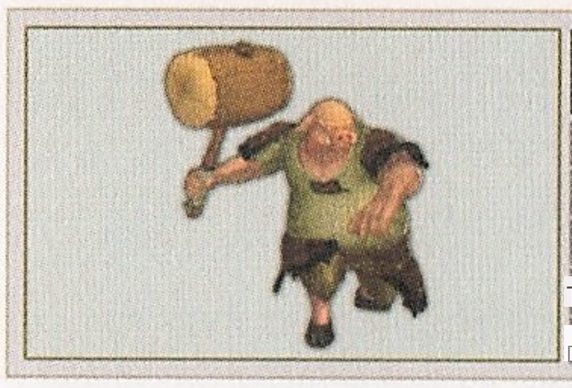
Royal Palace Spear Troop

Lv.	16	Attack power 196	Windless	—	Skills —
HP 26	[Magi attack 196			—	Spell Defense +30%. Defense is low for Gadren, p
Weight rmal		Defense po r 0	11	—	riced 23 EXP, 210,000 yuan ド
Reeling Back	0	[Magic defense 1943		—	
Probability effect	75	Concentrat n 165	Earth, Wind	—	Found a detached palace (→P111) グレス



Golden Bat

Lv.	82	Attack 6[illegible]8 No	Point 弱	Wǔmú'er	—
HP	21287 Magic 攻撃	606	Fire	—	Trait: Magic Defense is very low
Weight	Light	防御力	717 Water	—	You~Zoe モンリ[illegible]、アーマーリ One point, ヤ one 戸, 1601EXP, 4.24 million downward
Knockback	0	Magic Defe[illegible]se 30	Ground	—	現
[Probability Effect] 50		Concentra[illegible]on 567	Wind	—	Neperspectiv Stairway of Heaven and Man (Three) Floor (three) (→P213)



Only a Class

Lv.	5	Attack Pow[illegible]r 103	No Fire	—	Skills —
HP	1402	Magic Atta[illegible]k 84		—	Characteristic —
Weight	Normal	Defense: 0	Water	—	Small mouth 5 small card, ヤK-ブル13EXP, 120,000 below
This stagger 0		Magical Defense 3 Earth		—	タタ Two-Tier Sword (1) (→P96), 7 portions of Snowfield (→P98), Fourth type
[Probability effect] 120		Concentration: 109	Wind	—	Appearance Administrative area Beast[illegible]en密域 (→P183)

Talent カ[illegible]

Lv.	40	Political po[illegible]er 604	None	—	Skills —
HP 109[illegible]5 Magic	Attack 325	Fire Weakness			Characteristic: Low Defense
Weight [illegible]rmal		Defense 287	Water	—	トロ 28 7577 Part: ヤ>LK7 エルドブレーK, 194 EXP, 1,220,000
Nozo り	0	Magical Defe[illegible]se 200	Earth	—	十八湖畔崖道 (→P135), 力士の森 (→P136),
Probabilistic Effect	100	Concentrati[illegible]n: 308	Wind	—	Appearance Fourth-type Administrative District Beastman [illegible]nse Region (→P183)

One line

Lv.	94	【Attack Po[illegible]er 124	No 弱 Point	スキル	—
HP	40839	術攻撃	771 Fou[illegible]r Half	Characteristic	—
Weight	Heavy	【Defense 643 Water Half Reduced Drop Unnamed Mail, Mithril Vest, Adamant Vest】			
のけぞり	0	【Magic Defense 604	Ground	—	現
[Probabilistic Effect]	40	【Concentration 915	Wind	—	Staircase of the Sky (Fifth Room) (→P215)

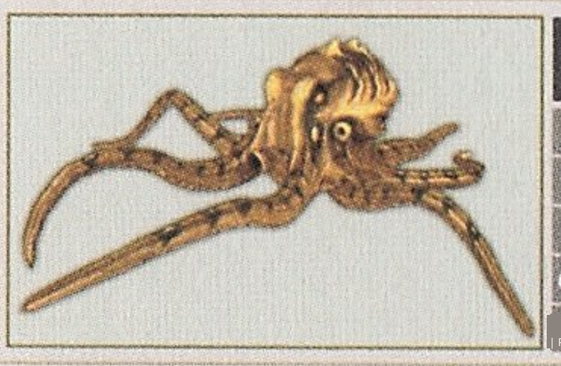
オークコング

Class A Warning Demon

Lv.	18	攻[illegible]Power 358	No Fire, Wa[illegible]	—	スキ[illegible]: When HP is 32% or less, Attack Power increases by +30% addition
HP	18112 Cat Attack	278	Fire Ha	Reduction	特[illegible]~ Defense +30%
Weight	Heavy	[Defense 284	Water:	alf-Reduced Water Port	ップ Seasoned Ice Crystal, Lv.9~18 equipment
のけ[illegible]	So 39	[Magic Defense 20	Earth	—	First Street (→P107) SUUE 10 Slashing Sword of the Evening Star①
[Probability Effect] 60		[Concent[illegible]ation 473	Weakness		Appearance (→P162)

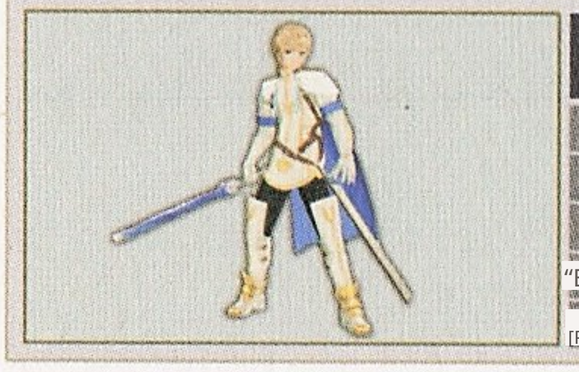
Ta Yi Yi Yi [illegible]ノ

Lv.26		攻撃力 255	None	—	Skills —
HP 5099		【Magic Attack 3779	Fire Weakness		Characteristic: Low Defense
Weight Light		Defense: 289	水	—	Recoil: Spiritual Power Spear, Servant Boy, 7-Eleven, 61 EXP, 480,000
Knockback 0		【Magic Defense 30	Earth	—	テン (→ P163), Type 4 Administrative District Shell-Type Stealthy Nest
Chance Effect: 90		Concentration: 272	Wind	—	Appearance Region (→P178)



Octopus

Lv.	8	Attack: 84	Windless earth	—	Skills —
HP	1621	Magic Att[illegible]ck: 140 Fi[illegible]		—	Characteristic —
Weight	Normal	Defense 138		—	New item: Use() Ancient Power, ヤバッグ5EXP, 15 minutes
のけぞり	0	[Magic Defense 142		Weakness	Eight-Byte Mouth Swamp (→ P100), Type 4 Administrative District Indeterminate-Type Stealthy Nest
Probabilistic Effect	175	Focus 91		—	Appearance Region (→P176)



Talent Power One

Lv.	6	Attack Pow[illegible]r 156	None	—	Skills —
HP	8215 【Magic Attack 148		[illegible] Semi-resistance		New 特性 Magic Defense +30%. Defense is particularly low
重量	Children Heavy い	Defens[illegible]97 W[illegible]ater		—	Product ップ Health-stealing Magic Crystal, 512 EXP, 1,620,000 Elf
“Backbend 20 [Magic Defense		171	Ground	—	Appearance メイン 10
[Probability Effect] 115		Focus/Concent[illegible]tion 146	Wind	—	

Omantohihi

Wandering Enemy]

Lv.	21	Attack Power 321	Unequa	Reduction?	Skill When HP is below 32%, +30% Attack Power added
HP	17417	Magic Attack 264	No, Fire	Weakness	Trait Attack Power +30%. Magic Defense is low
Weight	Heavy	Defens 440	Water	—	Drop: Blaze Crystal of Pioneering, Black-Silver Lump, base equipment items of Item Lv.11~21, 6702 Gold
Knockback	48	術 Defense 3 Physi		Half-Reduction	
[Probability Effect]	40	Focus 36 Wind		—	Appearance: Dungeons and fields of the Midgand Realm (details on P206)

Gargoyle

Lv.	33	Attack Power 419	None	—	Skills —
HP	9303	術 Attack 366		—	Trait: Defense is particularly low
Weight	Normal	Defense 255		—	Drops: Trident, Florspear, Anphispear, 177EXP, 134Gald
Knockback	0	Magic Defense 712	Earth	Half Damage	
[Probability Effect]	70	Focus 525		—	Appearance Titania, Fourth Type Administrative District, Dense Dwelling Domain of Yokai (→P181)

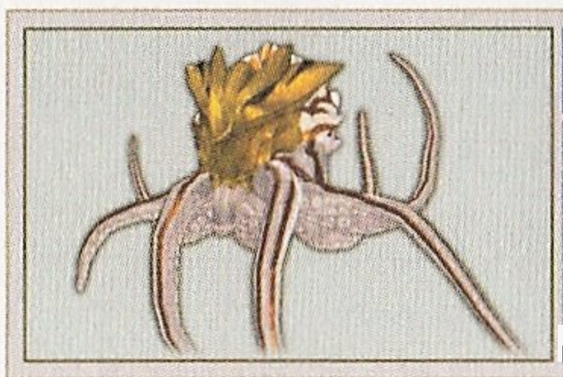
Mindless earth

Guardian

Lv.12	Attack 249	No Neutral Reduction	Skill HP	10576 A	—
Attack	224 Fire	Weight Very Heavy Def		—	Trait Defense +30%. Magic defense is very low
ense	124 Water	Knockback 36 Magic		—	Drops Awakening Ice Crystal 1120EXP, 353Gald
Defense	234 Earth	[Probable Effect] 75		—	Appearance Main 17
Concentration	391 Wind			—	

Pirate Saintes

Lv.	11	Attack 197 No 8034 Attack 197		—	Skill Shortens Stun Time by 9%
HP	Fire	Heavy 術		—	Trait Defense +30%
重量	—	Defens 269	Water	lf-Reduction	Drop: Malicious Wind Crystal of Dangerous Encounter, Eye Patch (Pirate Style), 540 EXP, 175 Gold
Stagger	34	Magic Defe e 242	Earth	—	Appearance Main 15
[Probability Effect]	60	Concentrat n 269	Wind	—	



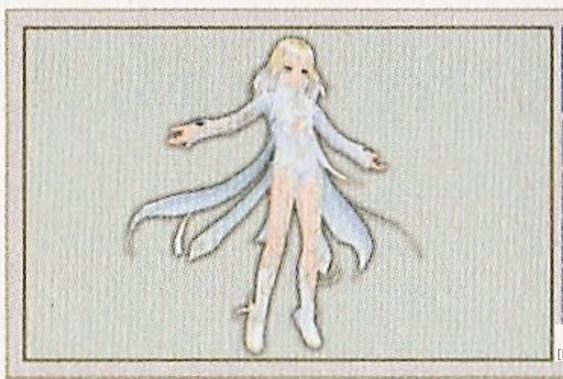
Diffusion Guide

Windless earth

Lv.	44	Attack Pow r 401		—	Skills —
HP	15361	術 Attack 392		—	Characteristic: Low Defense
重量	Normal	Defens 255		—	Drops: Uranus Village, Amphi Bag, Feld Bag, Quartz Bag, 255 EXP, 157 Gold
Reeling Back	0	Spell Defense 329		—	Appearance Bailedo Marsh (→P140)
[Probability Effect]	65	Concentration 307	Wind	Weakness	

Blade Slash

Lv.	20	Attack Pow r 295	None	—	Skills —
HP	102	Magic Attack 229	Fire	—	Trait 術 Defense +30%. Defense is particularly low
Weig	Heavy	Defense 432	Water	Weakness	Drop: Armored Steel Crystal II 1798 EXP, 528 Gard
のけぞり	36	Magic Defens 1209	Earth	—	Appearance Main 27
Probability Effect	55	Focus 345	風	Drop	



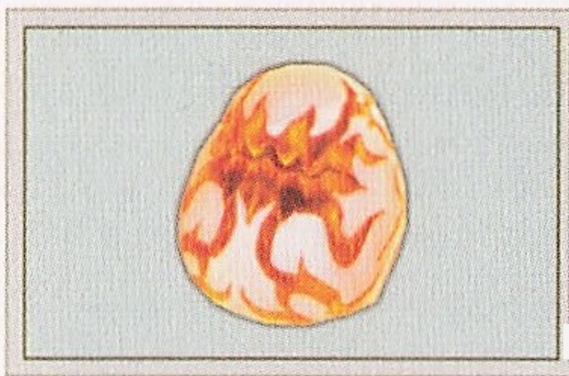
Kanushi

Lv.	65	Attack Pow r 598	None	Half-Grade	Skill: While c sting, gain steel body for up to 10 hits
HP	67567	Magic Attack 803	Fire	Weakness	Trait: Focus +30%. Defense is particularly low. If Altrius (2) is present, abi
Weight	Slightly Heavy	Defense 634	Water	—	lity 1.1x —
Knockback	50	術 Defense 1142		—	Appearance: Main 52 Main 65
[Probability Effect]	70	Focus 802	Wind	eduction	

Shin-yoru Arutoriusu

2★

Lv.	65	Attack Pow r 1198	None	—	Skill Reduces Stun Time by 50%
HP	151621	術 Attack 1248	Fire	Weakness	Trait Attack +30%
Weight	Heavy	Defense 1042	Wate	Half Damage	Drop —
のけぞり	60	術 Defens 960	地	Half Damage	Appearance Main 65
[Probability Effect]	30	Focus 1024	Wind	Weakness	

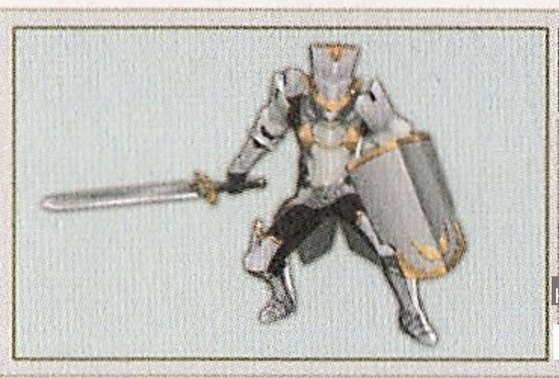


Ephemeral Cell

Lv.	59	【Attack Power 286	No Half Wave	Bull Calf	—
HP	12363	Magic Attack 455	Fire —	Trait: Defense is particularly low	
Weight	と (3)	Defense 263	Water Weakness	ドロップ	7 years old and one mouthful, only eighteen minutes, one day eight minutes, Liu some minutes, 459 EXP, 2,960,000 ルド
Knockback	0	【Magic Defense 4:2	Ground —		
【Probability Effect】	70	【Concentration 268	Wind —	Item number: Eight-headed Dragon Power Again (→P150)	

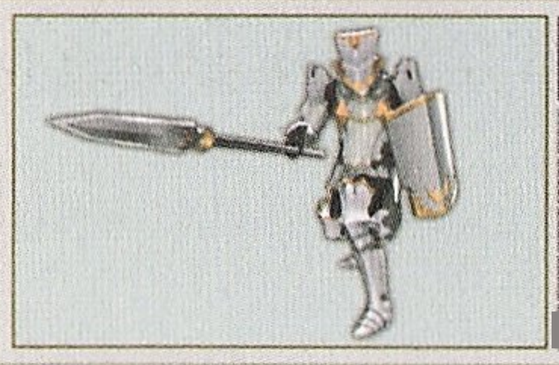
Little Dog One Night

Lv.	42	【Attack Power 487	No Western Point	Bull Child	—
HP	12351 Magic Attack	394	Fire —	Characteristic	—
Weight	Normal	【Defense】	417 Water —	ドロップ	Liquefaction External Once イヤリング>Magic, 7, 286EXP, 1,880,000 yuan below
Reeling Back	0	【Magic Defense 38	地 Half damage	Appearance	Town Forest (2) (→P138), Vein (2, 3) (→P142, P173), ×48
【Probability Effect】	75	【Concentration 522	Wind —		>, Fourth-kind Administrative District Winged Species Dense Zone (→ P179)



Prison Island Guard

Lv.	5	Attack Power 96	Windless —	Skills	—
HP	799	Magical Attack 96	—	Characteristic	—
Weight	Normal	Defense 84	earth —	EVV 12	XP, 120,000 Ya worth
Knockback	0	【Magic Defense	84 —		
【Probability Effect】	130	Concentration 95	—	Item: Evening Two-Edged Sword (1) (→P96), 乂wei化	9



Prison Island Spearman

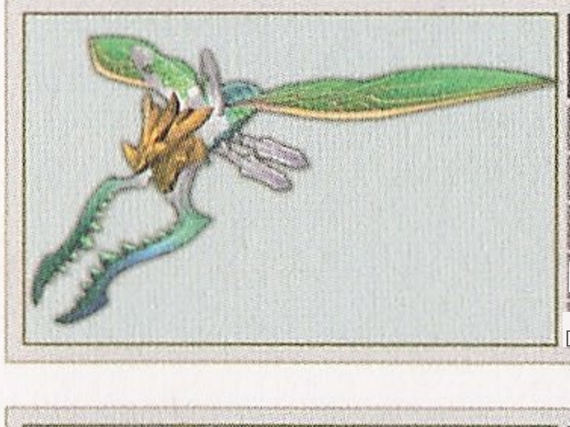
Lv.	5	Attack Power 96	Windless —	Skills	—
HP	888	Magical Attack 96	—	Characteristic	—
Weight	Normal	【Defense	84 —	REV: 12EXP, 120,000 yuan divination	
Knockback	0	【Magic Defense 844	earth —		
【Probability Effect	130	Concentration 95	—	Appearance: Yuxi Double Knife (1) (→ P96)	

Miracle Imitator

Lv.	65	【Attack 1239	Wireless —	スキル	スタン時間を35%短縮
HP	112432 Magical Attack	870	0 Reduction	特性	Attack power +30%
重量	とても重	Defense 1183	Water —	ドロップ	40728EXP、9392ガルド
Recoil	60	【Magic Defense 209	地 Weak Point	出現	: Eight-headed Dragon Power Again (request) (→P150)
[Probability effect]	35	集中 Sword	998 Wind —		

Chimera

Lv.	48	攻撃	Sword 806	No reduction	All damage reduced by 30
HP	73846 Magic Attack 811	Four Weak Point	Gold	Concentration +30%. Defense power	especially low ∠`
重量	とても重い	Defense power 787	Water —	Promotional	ase price: 18826 EXP, 3836 Yu below
Recoil	50	[Magic Defense 2	地 Halved	Appea	メイン
[Probability Effect]	30	Concentration 614	Wind —		

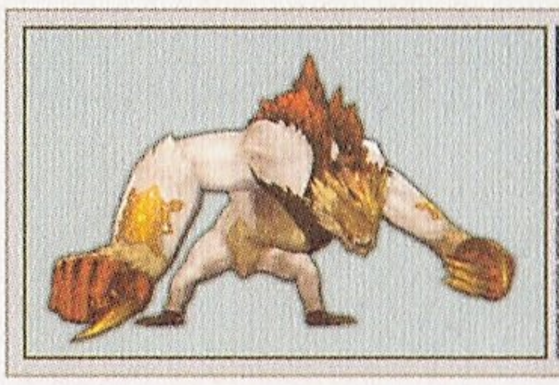


Harbingers of Salvation

Lv.	59	Attack Power 793	No Weakness	Skills	—
HP	10746 Magical Attack 501		Windless —	特性	Surgical Attack +30%. Defense が low
Weight	Light	Defense 682	earth —		KE Lower River Eight Servants, only son, one 礼, L, 730EXP, 3,010,000
Stagger	0	【Magic Defense	903 Earth Half-Reduction		
[Probability Effect]	50	[Concentration 499	—	Item number: Eight-headed Dragon Power Again (→P150)	

Wing of Ominous Monster

Lv.	58	【Attack Power 502	None —	Skills	—
HP	19382 魔力攻击		708 Fire Weakness	Characteristic	—
Weight	Normal	[Defense	497 Water —	ドロップ	: Strength 177, a bead, 1, three, 984 EXP, 5,380,000ルト
Reeling Back	0	【Magic Defense	472 地 Half damage		
Chance Effect	85	Concentration	641 Wind —	Item: Sacred Lord's Seat (→P112)	



Polar Meteor

Lv.59 Attack 656	None	HP19596 Magic	—	Skills	—
Attack 615	Fire	Weakness Weight Slightly He		Characteristic: Low magic defense	
avy Defense 778	Water	Drastically Reduced St		Drops: Serian Ring, Inferni Ring, Apad Ring, Pinion Ring, 1465EXP, 807 Gald	
agger 0 Magic Defense 557	Earth		—		
Carbon Rate Effect 70	Focus 6 5	Wind	—	Appearance	Eight-Headed Dragon Kanushi (→P150)

Giant-eared Sylph

Lv. 46	Attack 501	No Fire	—	No Weakness Skill	—
HP 10387	Magic Attack 366		—	Characteristic	—
Weight: Normal	Defense 299	Water	Half-Damage	Dropped Idol of Tears, Amphitarsman, Quartz Talisman, 212EXP, 144Gald	
Knockback 0	術 Defense 316	Earth	—	Appearance	Titania (2) (→P128), Cursed Land (→P144), Fourth Type
Probability Effect] 100	Focus 284	Wind	House Weak Point		Administrative District Undead Nest (→P184)

Misinterpretation Monk

Lv. 30	Attack Power 267	None	—	Skills	—
HP 6171	術 Attack 486	04 Weakness		Property: Concentration +30%	
Weight Normal	Defense 291	Water	—	Drop	Bullet Arms, Florett, Anfllet, 85EXP, 70Gald
のけぞり 0	術 Defense 262	Earth	Half-Resistance	Appearance	Temple Palamides (→P126) Fourth-Type Administrative District Armored Den
[Probability Effect 115	Concentration 343	Wind	—		sity Habitat (→P182)

Killbane

Lv. 88	Attack Power 1117	None	—	Skills	—
HP 55498	術 Attack 1396	Fire	Weakness	Trait	—
Weight Heavy	Defense Power 1034	Water	—	Drop: Gepard, Mithril Spear, Adamant Spear, 7374EXP, 1710Gald	
のけぞり 0	Magical Defense 927	Ground	—	Appearance	Stairway to Heaven (Room 4) (→P214)
[Probability Effect] 50	Concentration 1280	Wind	—		

King Cobra

Lv. 82 Attack 536	None	Half-Weakness Skill		—	
HP 22640	術 Attack 713	Fire	—	Trait: Defense is particularly low	
Weight Light	Defense 452	Water	—	Drops: ElissZak Queen, Mithril Boots, Adamant Boots, 1776 EXP, 489 Geld	
Stagger 0	Magic Defense 935	Earth	—	Appearance	Stairway to Heaven (Room 3) (→P213)
[probability effect] 40	Concentration 778	Small Weakness			

喰魔オルトロス

Lv.			—	When dealing Skill Damage, Soul does not fall below 3	
43 Attack 969	None				
HP 61981	術 Attack 5	Four	evere Reduction	Trait	Concentration +30%. Magic Defense is low
Very Heavy Weight	Defense 98	Water	evere Reduction	Drop: Attribute Power Magic Ice Crystal, 13334 EXP, 2874 Gald	
Knockback 8	術 Defense 709	arth	—	Appearance: Main 48	
【Probability Effect】40	Concentration 510	Weakness			

喰魔 Terrasa

Lv. 44	Attack Power 700	No We	kness	Skill Stun Time Reduced by 50%	
HP 58757	Magical Attack 687	Fourfo	Reduction /	Trait	Attack Power +30%. Low Defense
Weight Heavy	Defense 583	Water	—	Drop	13555 EXP, 2913 Gald
Knockback 60	Magical Defense 858	Ground	—	Appearance	Main 50
[Probabilistic Effect 40	Concentration 683	風	Drop		

Medisa the Devourer

Lv. 39	Attack Power 481	Wind	—	Skill: While casting, grants steel skin up to 10 hits	
HP 53,550	Magical Attack 675	Fire	Reduction of Aggression Attribute	Defense +30%	術 When a Sea Serpent is present, the ability is increased by 1.2 times
Weight Heavy	Defense 736	Wind	—	Drop: Upper-class Demon Flame Crystal, 8,634 EXP, 2,209 Gold	
Knockback/Reaction 42	Magical Defense 767	Earth	Weakness	Appearance	Main 44
[Probability Effect] 50	Concentration 632		—		

Ghoul

Lv.	57	Attack Power 528	No Weakness	Skill	—
HP	17120	Magic Attack 609	—	Characteristic: Low Defense	
Weight	Normal	Defense 384	—	Drop: One-with-the-World God, Quartz Doll, Topaz Doll, Mithril Doll, 723 EXP, 387 Gald	
Knockback 0		Magic Defense: 489	—	Appearance	Zamal Bell Cave (→P167)
[Probability Effect] 70		Concentration 442	—		

クジャクオウ

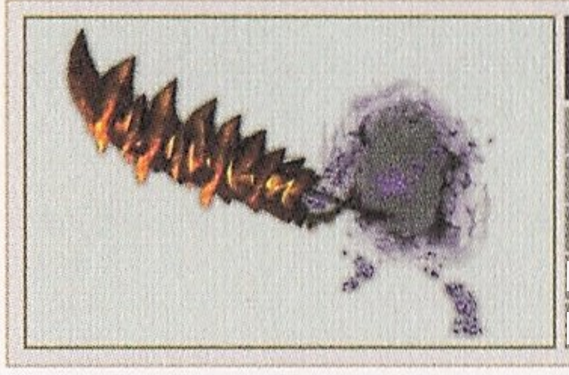
Class A Warning Demon

Lv.	42	Attack Power 587	Fire None	—	When HP is 32% or lower, magical attack increases by 30%
HP 41697		術 Attack 828	Fire Weakness		Trait: Defense +30%
Weight Heavy		Defense 611	Water None	—	Drops: Armor Steel Crystal Four, base equipment items of item levels 27–42
Stagger 53		Magic Defense: 524	Earth: Half damage		
[Probability Effect] 50		Concentration: 816	Wind: Half damage	Appearance	Ardina Grassland (→Page 130)

Kraken

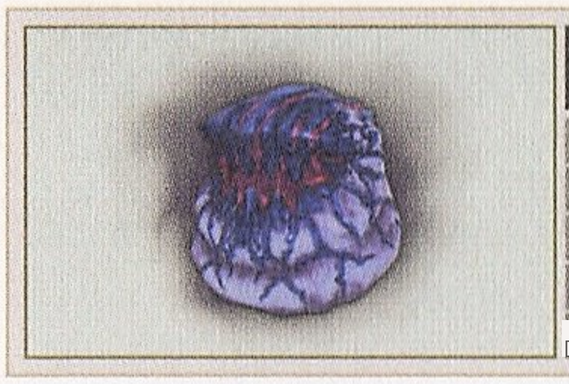
Class A Warning Demon

Level 32 Attack Power 742 Magic: None			—	Gains a Steel Body for up to 10 hits while casting a spell	
HP 35424 Magical Attack 582 Fire: Half damage				Trait Defense +30%	
Weight: Very heavy Defense 621 Water: Significantly reduced				Drops: Steel Soul Ice Crystal, base equipment items of item levels 19–32	
Stagger 59 Defense 589 Earth: Weak point					
Probability Effect 70 Focus 295 Wind			—	Appears Manan Reef (→P125)	



クラスタルファング

Lv.	70	Attack 1436 None	Weakness	Skill	—
HP	19781	術 Attack 874	Fire —	Special technique: magic defense is very low	
Weight	Heavy	Defense 2225	Water —	Drop Zero Impact, Topaz Vest, Mithril Vest, Adamant Vest, 3214 EXP 1195 Gald	
Knockback 0		術 Defense 931	Earth —		
Probability effect 35		Concentration 900	Wind —	Appearance	Stairway to Heaven (First Room) (→P212)



Gluttony

Class A Warning Demon

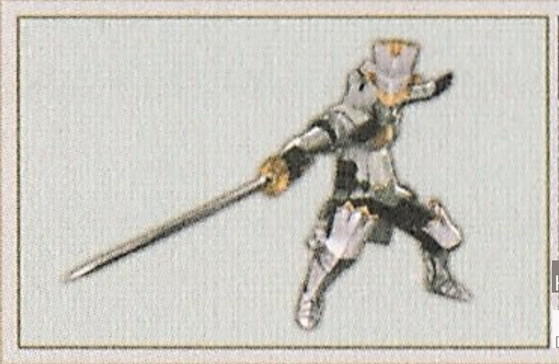
Lv.	35	Attack: 536	No reductions	Skill	Reduce all damage by 20 —
HP	35828	術 Attack 574	20 reductions	Property: Concentration +30%	
Weight: very heavy; Defense 512;			Water —	Drop: Soulwind Crystal of Survival Instinct, base equipment items with item level 22–35	
のけぞり 59		Magic Defense: 528	Exposure Weakness		
[Probability Effect] 60		Concentration: 343	風 —	Appearance	Temple Paramides (→P126). SUB 21 "Gorm of Gluttony" (→P170)

Grand Roller

Lv.	40	Attack Power 335	None —	Skills	—
HP	9854	術 Attack 366	Fire —	Characteristic: Low magic defense	
Weight	Normal	Defense 366	Water —	Drop Ingnozous Tableeble, Amphpendant, Feld Pendant, 190 EXP 124 Gold	
のけぞり	0	術 Defense 269	Ground —		
[Probability Effect]	80	Focus 612	Wind Weakness	Appearance	Purna Lake Shore Cliff Trail (→P135), Morgana Forest (→P136), Type 4 Administrative District Shell-Dwelling Domain (→P178)

Glossa Agit

Lv.	24	Attack Power 317 No Reduction, Skill: While casting up to 10 hits, gains a steel body			
HP	23678 Magic Attack 483 Fire Weakness Attribute			術 Defense +30%	
Weight Slightly Heavy; Defense 6[illegible]6, Water, Weakness, Drop: W- \u200bDaiten's Wind Crystal, 694 Gard					
Knockback 4		ic Defense 721	Earth —		
[Probability Effect] 40		Concentration 46	Wind —	Appearance	Main 30



Guard

Lv.	30	Attack Power 2[illegible]4	No —	Skills	—
HP	7188	術 Attack 264	Fire —	Characteristic: Low Defense	
Weight: Normal		Defense 251	Water Weakness	Drop 152EXP, 122 Gald	
Knockback 0		Magic Defense 314	Ground —		
[Probability Effect] 150		Focus 3[illegible]9	Wind —	Appearance: Sacred Palace Parames (→P126)	

Primordial Spiral (1)

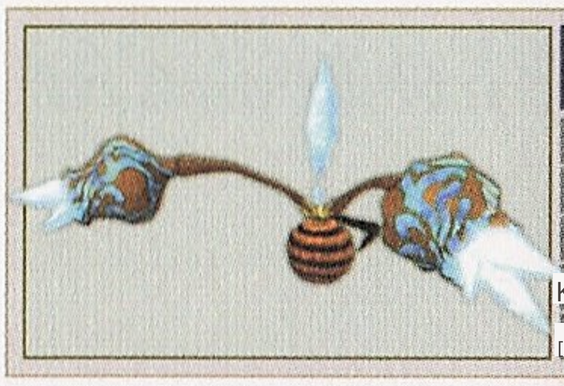
Lv.	15	[Attack 42 None	—	Skills	—
HP	4284	Magic Attack 33	Fire —		Dajin Lake Magic Defense +30%. Defense is particularly low. Mercenaries, Stone Ability 1.2x
Weight	Normal	Defensive Power 142	Water 弱	ドロップ	行 ム Lv.6–150, Equipment Item 44 EXP, below 430,000 yuan
のけぞり	0	Magic Defe e: 282	Ground —		
【Probability Effect】	105	【Concentra on 204	風 Half damage	Appea	0

Primordial Spiral (2)

LV.18 Attack 161		None —	Skills	—	
HP 5275	Magic Att ck 395	Fire —	Characteristic	Defense is particularly low	
Weigh Normal	Defense 8 1	Wate 弱	ップ	Carry One Eight, Eight One Six One, son and maid one, 56EXP, 520,000	
Knockback 0	Magic Defense 23	Ground —	Appearance	Seat of the Holy Lord (→P112), Fourth Type Administrative District No-foot密棲域	
Break rate effect 110	Concentration 282	Wind Half damage		(→P180)	

Entrancing Temptation

Lv.	50	【Attack 460 Wireless	—	Skills	—
HP	12453	197 Fire Half damage		Trait: Defense is low	
重量	とても Light い	Spell Attack	—	(日元	Work child of night one one, ku cai one, one spell, divination eight one five one x small, 392EXP, 2,210,000 yuan
Knockback 0		Defense 450 Water 64		Appearance	Power one P144), Saint Sovereign's Seat (→P112), Fourth Type Lower (→ Management Area Demon Breed Secret Domain (→P181)
[Probability Effect]	120	“Spell Defense 8 Earth Weakness Concentration 548 Wind	—		

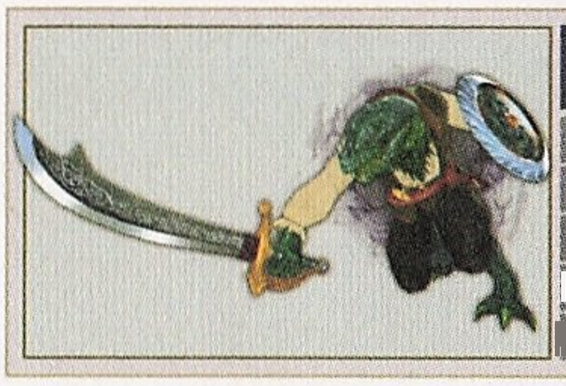


鉱虫夏草

Lv.	76	Postal stam a 626	Wireless —	Skills	—
HP	27181	Artifact attack 660	Decrease characteristics		—
Weight	Light	Defense 777	—		Cannot water one, three, and , 2376EXP, 7,360,000 yuan
Knockback 0		[Spell Defense 7	07 ground ulnerability		
[Probability Effect]	50	Concentrat on 817	—		Boat Heaven's Staircase (First) Hall, Second Hall (→P212)

Demon-turned Eichfried

Lv.	52	[Attack Power 861 no pre-existing points		キル	スタン中の敵へのダメージ+50%
HP	71705	Municipal 689	Fire —	Shin Haihu	Spell defense +30%
重量	とても重い	Defense 89 Water	at Lowe	Mouth ップ	- Park Won∞, 26173 EXP, 51.83 million yuan down
「Keeps back 54		Magic Defense 885	地 Drop		
[probability effect] 40		Concentratio 799 Yua	Wind —	Appea	メイン 56



Demon of Industry Dayoru

Lv.	9	【Attack Vio nce 154	No Fire, Water, Earth —	Skills	—
HP	9520	Magic Attack 264	Fire Weakness	特性	Attack Power +30%. Magic Defense low
Type: Child-related weight	い	Defense 220	—	Han Ko Pook Won,	428 EXP, 3.10 million yuan
Knockback: 28		Magic Defense: 3	Pure Weak Point	Appea	メイ
Probabilistic Effect	50	Focus 1 51	Frost Decrease		

Matriarch Mamuhina

Lv.	30	Attack Pow r 501	激減 —	キル	When HP is below 32%, attack increases by +30% and Focus increa 付
HP	18923	術攻撃 406	—	特性	ses by +30%
重量	Child-related weight い	Defense 487	—	ドロップ	Exhaustion Magical Crystal, 241EXP, 1,930,000 yuan
This recoil	40	【Magic Defense 482	—		
[Probability Effect]	45	Focus: 2 2	—	Appears Fire 86	

Golden Axe

Lv.	88	【Attack 426 No duction	Windless —	ス Little Cow	—
HP	30455 Attack	1192 Fire Weakness		Characteristics	—
Weight: Normal		Defense: 766	—	ドロ	: Cardin, 7, T , 2805EXP, 605 down ガ
のけぞり	0	Magic Defense: 698	—		
[Probabilistic Effect]	35	Concentration: 708	—	Item: Stairway of the Heavens (Room 4) (→P214)	

Gozu-Tennoh

Class A Warning Demon

Lv.	55 【Attack 493	No Ai Ping Yu Niu ル			Reception 50% gradual recovery
HP	54652 Magic Attack 908	Fire Reductions光台 性			Spell defense +30%
重量	とても い Magic Attack 908	Horizontal mouth		ドロップ	Spirit Crystal of Mana, Sword Lv.36~550 per equipment
	Heavy Defense 879	[Earth h			7-year-old at the ruins (→P133). SUB 22 "Destroy the Nine Great Servants"
Reeling Back	56【Magic Defense 986			Appearance	
[Probability Effect 60	Focus 767	House			(→ P171)

Gobn Head

Lv.	15	[Attack Power 168	Windless earth	No Weakness Also Niuer	—
HP	2501	Spell Attack 148	—	Trait: Defense is particularly low	
Weight: Light		[Defense 45	—	トロップ シキガ Next step, k caret er, maid daughter one, 18 EXP, 180,000 ER	
This recoil	0	Magical Defense Earth 193	—		
[Probability Effect]	95	Concentration 107	—	Appearance	Royal Capital Underground Passage (→P110), Fourth-type Administrative Region Undead Species Secret Realm (→P184)

Cyclops

Lv.	41	Force 60	Windless earth	—	Skills —
HP	12275 Magic Attack 323	Fire Weakness			Magic Defense +30%. Defense is low
Weight: Heavy		[Defense 360	—	トロップ: Z52 Card, 7IKL-K, 854 EXP, 2,450,000 ER	
Knockback 0		[Magic Defense 440	—		森 of Ki power (→P136), Fourth-type Administrative Region Beastkin Secret Realm A 棲
[Probability Effect]	100	[Concentration 395	—	Appearance	nce Area (→P183)

Rapier User

Lv.	14 [Attack Power 25	No Point スキル	弱		—
HP	3447	Spell At 17 2 Fire	—	特性	Low Defense 凵`Work/(2), Ability 1.1x
Weight:	Common	[Defense 2 17 Water Weakness		ドロップ	07 31EXP, 30 ガルド
This stagger 0		Spell Defense 25 Earth	—		
[Probability Effect 125	[Concentration 168	Room H f Damage		Appearance	Fire 20 、メイン 21

Succubus Queen

Class A Warning Demon

Lv.	50	Attack Power 931, n reduction. Skill: While chanting, up to 15 hits grant steel skin.			
HP	74652	術攻撃 1004 Fire	—	特	Conjuration Defense +30%
Weight: Normal		Defense 800 Water Weakness		ドロップ	Three-pronged Spear's Magical Flame Crystal, a single weapon for Sword Lv.33-50
Recoil 50		【Magic Defense Ground 836	—		
[Probability Effect]	40	【Concentration 1042 Wind	—	Appearance	nce Titania

Open Dagger One Evening

Lv.	60	Obtain 96	Windless earth	—	Soul does not fall below 3 when dealing skill damage
HP	69888	術攻 Jia 917 Fire		—	特 Surgical attack +30%
Weight	Heavy	Defense 878	—	ドロップ	48964EXP、8753ガルド
のけぞり	66	Spell Defense 9244	Earth Ha Reduction		
[Probability Effect]	25	Concentration 982	—	Appearance	SB26 Tanabata Etiquette ④』(→P172)

Twenty-one child

Lv.	28	Political Power 252	Windless earth	—	Skills —
HP	7949	Technique Attack 247		—	Characteristic: Low Defense
Weight	Normal	Defense 161	—	Small コップ	レジ Little One, 7th day one of them), 58EXP, 490,000 under
Reeling Back	0	[Magic Defense 207	—		
【Probability Effect | 120		【Focus 193 Floor Weakness		Appearance	Also listed Yanhu Ping (→P123), Fourth Type Administrative District Indeterminate Seed Domain 棲 (→ P176)

Trilobite

Lv.	82	【Drinking 9 yuan	Fire None Water None	—	Skills —
HP	24241	Magic Attack 811		—	Characteristic: Low magic defense
Weight	Normal	Defense 885	Water Semi-leather Lower Mouth	—	ップ ベスト アク ベス Transformation, Liuer, and not down, 2249EXP, 57,800,000 under
Knockback 0		Magic Defense 611	Wood	—	
Probabilistic Effect	45	Concentration 685 House Weakness			Heavy ly Staircase (Third Chamber) (→P213)

シアYou

Lv.	5	Attack 92	No Fire	—	スキル マヒEffect を0% Reduction
HP	1572	【Spell Attack 102	Fire	—	Characteristic —
Weight	Normal	【Defense 16	Water	—	ドロップ Base Attribute Magic Crystal, 800 EXP, 181 万ト
Reeling Back	20	【Magic Defense 33	Earth	—	App メインB
[Probability Effect]	145	【Focus 148	Wind	½	

シー Twenty-One Obituary

Lv.29	【Attack 198 No		—	Skills	—
HP 5795	【Magic Attack 215	P9 Reduction		Characteristic	—
Weight Light	【Defense 208	Water	—	ドロップ	ト炒外求ルク、7ロールバ心、ブイ ベ Small, 58EXP, 470,000 inner under
This Recoil 0191	術防御	Earth Weakness		Appearance	ヤーノ海礁(→ P125)、メヘ ン44、第四種管理地区
[Probability Effect] 135	Focus 278	Wind	—		無足種密域(→ P180)

シード

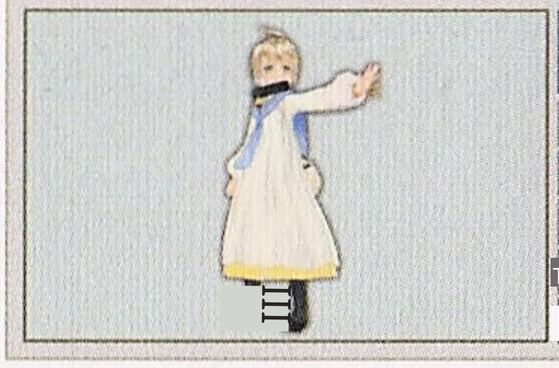
Lv.	10	【Attack Power 95	No Fire, Water, Earth	—	Skills —
HP	1634	術Attack 98		—	Characteristic: Low Defense
重量	とても Light い	Defens 102		—	ドロップ サキュバスホーン、アンバーピアス、12EXP、13ガルド
Knockback 0		【術Defe e 24	地	—	Appearance West Ba Cave (→P102), Fourth Type Management Area Undefined Species Densely Inhabited Zone (→P176)
【Probability Effect】150		集中力 132	風	弱点	

Enslaved Seraph No. 1 (1)

Lv.	9	Attack Pow r 166	Non	Charm oint O Calf	—
HP	1657	Magic At ck 14	Fire	—	New Item Concentration +30%. Magic Defense (Low). Mind Ability 1.2x がとも トテレサカいると
Weigh Normal		[Defense 6	Water	—	ト EP: 20 EXP, 210,000 Yuan ド
Stagger	0	[Magic Defense 00	Earth Wind	—	Appea ance 3
【Probability Effect】155		Concentrat n: 142		—	

Summon Sacred Servant No. 1 (2)

Lv.	49	Political Power 639	None	Weak Point	Skills —
HP	17195	Spell Attack 546	Fire	—	Spell Cost: Magic Defense +30%. Magic Defense is also low. ×Child Talent 1.5x がとて い キ がいると
Weigh Normal		Defense Po er 690	Water	—	ドロップ 644EXP、406ガルド
Stagger 36		【Magic Defense 391	Ground	—	Appearance メイン 53
[Probability Effect]	115	Concentra on 551	Wind	—	



Summoned Sacred Slave No. 2

Lv.	9	Attack Pow r 118	No Fire	—	Skills —
HP	1729 magical attack 58	1		—	Phone connection: Defense +30%. Ability 1.2x テレサがいると
Weight	Normal	Defense 11		—	ドロップ 21EXP、21ガルド
This recoil	0 【Magic Defense 41	13	Earth Wind	—	Occurrence of Fire 14
【Probability Effect】130		Concentration 17		—	

Gentleman

Lv.	45 Attack Power 5771	None		激減	ル を
HP	34347 Magic Attack	840 Fire	Weakness		特性 Concentration +30%
Weight Heavy	Defense 678	Water	—		Little Ke Zha Xing Si Lv.29~45 equip ent iece, under 65,490,000 ベス
“Recoil 62	Magic Defense	754	Resist	Evasion	Category 4 Management District Super Rare omain (→P185)
Probabilistic Effect 90	【Conden ration 955		Weakness		

Shenlong

Sand Crumble

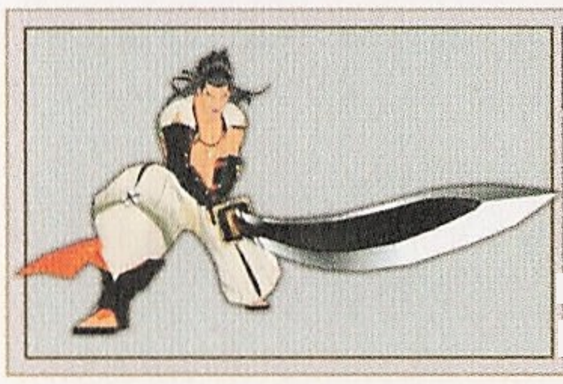
Lv.	62 【Attack Power 845 No Point			弱	キル Enemies’ .16x per hour
HP	90714 Ma c Attack	1127 Fir	Weakness		特性 Spell defense +30%
重量	とても Heavy い	Defense 1124	水	Half damage	ドロップ Privilege Class Demon Flame Crystal, 50904 EXP, 8233 Divination
The recoil of 52	Spell Defe 11	54	地	Half damage	Appearance Fire 42, SUB 26, Twenty-One Evening's Custom ③.(→P172)
【Probability Effect 70	Concentrat n 866		Wind	eduction	

シグレ(1)

Lv.	22	Attack Power 280	Wind	—	Skills —
HP	7395	Spell Attack 299	Mindless	—	特 Item: Defense +30% Magic Defense Low
Weight	Heavy	Defense 381		—	General: 840 EXP, 2,350,000 (currency)
のけぞり	36	【Magic Defense 188	Earth	—	Appearance メイン 27
[Probability Effect]	130	Focus 305		—	

シグレ(2)

Lv.	23	Postal cost power 408	None	—	When HP is below 32%, Defense increases by 30% as an added effect
HP	21087	術攻撃 425 Fire Weakness			特性 Magic Attack +30%
Weight ®	Heavy	【 Defense 422	Water	—	ドロップ マヒ Magic Water Crystal, 3210 EXP, 9.52 million ド
のけぞり	40	【 Magical Defense 40	地 Half damage		Appears Fire 28
[Probability Effect]	45	Focus 401	Wind	—	



シKu(3)

Lv.	54	Attack Power 733	None	—	ス: When HP is below 32%, attack power increases by +30%
HP	76281 Municipal	術攻撃 843 Fire Weakness			特性 Fossil technique attack +30%
Weight	Heavy	【 Defense 】 908	Water	—	ドロップ 30845EXP、5972ガルド
「Fall Back 52		Magical Defense 908	Ground	—	Appea メイン 63
【Probability Effect 30		Focus 806 Room Reduction			

User of the Gale

Lv.	46 Government	術攻撃力 260	None	—	Skills —
HP	13090 266 Fire Weakness	術攻撃			Attributes —
Weight	Normal [Defense 306	Water		—	ドロップ ミスティ エルドガー ク ツガ メントな
Recoil 0		【Technique Defense 3922	地	Drop	Circulation Twenty-one, Small, only One One seven, 322 EXP, 185 million under
Probability Effect] 100		Concentration 50	Wind	—	Appearance Evening Evening II→(2)(→ P128), Power I スランbelow (→P144), Type IV 棲 | Management Region Beast Race Secret Domain (→P183)

Grim Reaper's Wound

Lv.	65	[Attack Power 1028	Non-Ai Ping		Also Bull Chanting at 15°C strengthens the steel
HP	90810	術攻撃 1221 Fire	Decrease		Seafood Magic Defense +30%. Magic Defense low。
重量	とても Heavy い	Defense 11643		—	(New phone: 39897 EXP, 920.8 million guesses
「Fall Back 60」		Magic Defense 846	Earth Wind	—	
Probability Effect] 40		[Concentration 1091	Wind	—	Item Number: Eight-Head Dragon Power Again (Request) (→P150)

Blazing Light Winged Serpent

Lv.	59	Attack Power 579	Non-fire Wat		Skills —
HP	283 2 Municipal 976	術攻撃	er Earth Wind		Characteristic —
Weight	eavy D ense 942 Water				Momentum, one coin, one coin, compared to coin, 2309 EXP, 11,980,000 ルド
Stagger		【Magic Defense 853			
[Probability Effect 60		Concentration 73	Room Half Damage		Current price Eight-Head Dragon Power Again (→P150)

ジ Five One A (1)

Lv.	68	Attack Power 720	None	—	スキル x-タン to enemies in ダス +25%
HP	74850	術攻撃 828 Fire Weakness	Mindless		电话 Attack Power +30%
Weight	Heavy	Defense Power 656		—	Reward: Magic Crystal of Privilege, flies away, 77433 EXP, 9628 million Yuan-bu
Flinch 50		Magic Defense 656	Earth	—	
[Probability Effect] 65		Concentration 884	Wind Halved		Appearance SUB 25 『謎のペンギョンを求めて』(→P171)

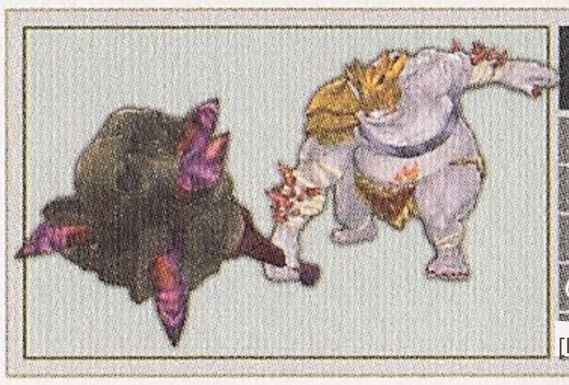
ジ Jiang Yixia (2)

2★

Lv.	126	Power 840 無		—	Life 35% faster for one hour
HP	182986	術攻撃 Hot 875 Fire Weakness			Phone bill magical defense +3 %. T abilities 1.2x
Weight	Heavy	Defense 933 Water Half Reduction			Phone 302400 EXP, 17714 points below
Recoil 64		Spell Defense 821	Wind	—	Appearance 2:34 [Harbinger of the End, now! (→P175)
[Probability Effect] 50		Focus 919 Madness Halved			

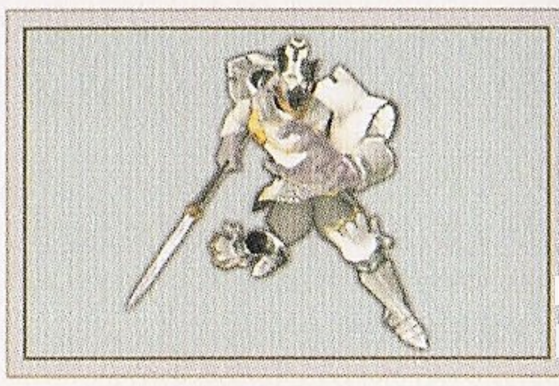
Ents Demon's Eater

Lv.	31	Attack Power 259		Inactive Skill: While chanting, gaining steel skin up to 5 hits	
HP	40116\	Magic Attack: 697	Fire Weakness	Trait	術Defense +30%. Defense is low
重量とても重い		Defense 612	Water —	Drop	Renjo Renma no Mafu Shōgyō, 5166EXP, 1322 Garud
Knockback: 42		Magic Defense: 827	地 Drop	Appearance	Main 36
[Probability Effect 50		Concentration 544	Wind —		



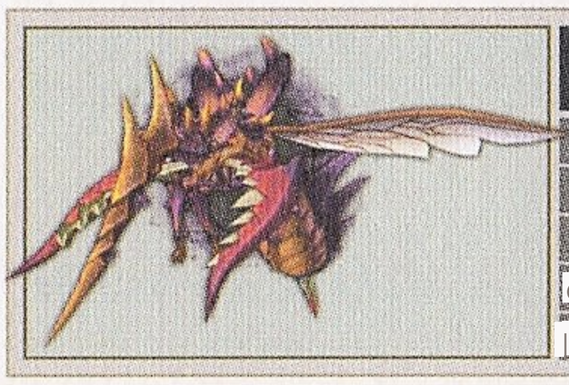
Giant of the Cursed Island

Lv.	50	Attack Power 826	None	Half-Reduction Skill	—
HP	15925	術Attack 599	Fire —		
Weight	Heavy	Defense 528	Water Weakness	Characteristic: Defense is low Drop	Fonimu Sureddo, Ferudo Bureedo, Kuōtsu Bureedo, Topāzu Bureedo, 739EXP, 452 Garud
のけぞり 50		Magic Defense 654	Earth —	Appearance	Carthland (→P144), Fourth Type Administrative District Beastmen Dwelling Zone (→P183)
[Probability Effect] 95		Concentration 371	Wind —		



純白の鎧塊

Lv.	<original>38	攻撃力 546	無 弱点	スキル	—
HP	7867	攻撃 634	火</original>		—
Weight	Heavy	<original>防御 593	水</original>	—	Drop: Naginata, Amphispia, Feldspear, 221 EXP 162 Gold
Knockback 0		術 <original>	507 地	Earth —	出現 <original>フォルディス遺跡(→P132)、 メイン 44 、 第四種管理地
<original>	確率効果 80	集中力 470</original>		Wind —	区 装甲種密棲域 (→P182)</original>



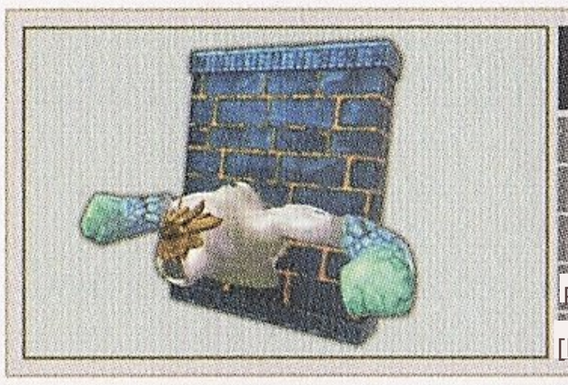
Queen Bee

Wandering Enemy

Lv.	37	<original>攻撃 515	無</original>	—	<original>スキルスタン中の敵に対し1%で一発撃破</original>
HP	<original>	215術攻撃 36	火</original>	—	Trait Attack Power +30%. Magic Defense is low
<original>重量 少し重い 防御力 898 水 弱点					Drop 整理整頓の魔炎晶、芳醇の液体、アイテムLv.23～37のベース装備品、12345ガルド
のけぞり 50 防御		術 地 弱点			Appearance Sound Realm dungeon and field (details on P206)
確率効果] 50		集中力 657	回 激減</original>		

Angel of Atonement

Lv.	59	Attack Power 533	Null Reduction	Skills	—
HP	16,968	Magic Attack: 906	—	Characteristic: Low Defense	
Weight	Normal	Defense 685	—	Dropped Lyrlancer, Quartz Spear, Topaz Spear, Mithril Spear, 1378 EXP, 767 Guilds	
「Fall Back 0」		Magic Defense 1009	—		
Probability Effect	50	Focus 837	—	Spawn: Eight-Headed Dragon Kanoosh (→P150)	



Deep Sea Barrier

Lv.30	Attack 609	None		—	Skills —
HP 8817	Magic Attack 261	Fire	Half-Effective		Special 術Attack +30%. Low Defense
重量	Very Heavy	Defense 330	Water	—	Drop King's Best, Froll Vest, Amphib Vest, 140 EXP 、114 Gard
Recoil 0	Magic Defense 476	Earth	Weakness		Appearance Temple Paramides (→P126), Fourth-Type Administrative District Monster Species Dense Habitat (→P181)
[Probable Effect] 80	Focus 449	Wind	—		

Scarlet Needle

Lv.	120	Attack Power 972	None	—	Skills —
HP 25729	Magic Attack 518	Fire	Extreme Reducti		Characteristic —
on Weight Light		Defense 1020	Water Weakness		Drop Nameless Dagger, Mithril Dagger, Adamant Dagger, 4377 EXP, 777 Garud
Reeling Back	0	Magic Defense 1146	Earth	—	Appearance Stairway to Heaven (Seventh Chamber) (P217) →
Probability effect	30	Focus 987	Wind	—	

Skunk

Lv.				—	Skills —
23 Attack Power 265		None	HP 4	—	Trait: Defense is particularly low
476 Magical Attack 199		Fire	Weight		
Light	Defense 168	Water		—	Drop Cast Heal, Calcite Boots, Frol Boots, 41 EXP, 34 Gald
Reeling Back	0	Defense Technique 252		Ground —	Appearance Norg Marsh (→P119), Waugh Woods (→P120), Type 4
Probability Effect]	105	Concentration: 239		Weakness	Management District Beast Species Dense Habitat (→P177)

Wǒng yǐ xià

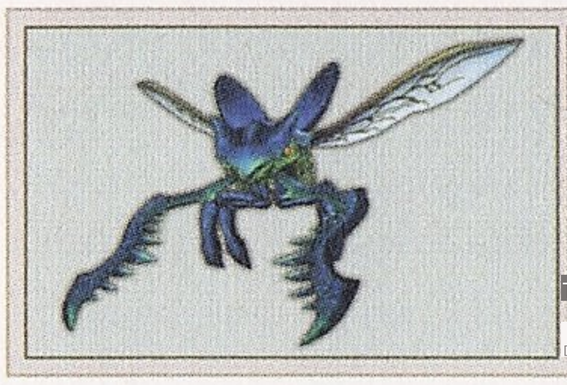
Lv.	19	Attack Power 230	—	Skills	—
HP	7584	Magic Attack 389	—	Characteristic	—
Weight	Heavy	Defense 131	—	ドロ	: Spiritual power nozu, male servant nozu, 104EXP, 860,000 yuan
Reeling Back	0	Magic Defense 283	—		Appears in the Half Gorge Valley (→P115)
Probability Effect	135	Concentration 873	Weakness		

スKouyiang So

Lv.	10	Attack Power 182	None —	“Skills”	—
HP	1002	Spell Attack 21	Fire —	Characteristic: Low Defense	
Weight	Light	Defense Power 4	11 —	ドロ	22 X One, ヤEight-One Little, 13EXP, 14 Ten-thousand Yuan Bu
Knockback 0		Arcane Defense 143	—	Appearance	西之バ之洞穴(→P102), Fourth Type Administrative District Shell-Mite
Chance Effect	135	Concentration 162	Wind Weakness		域(→P178)

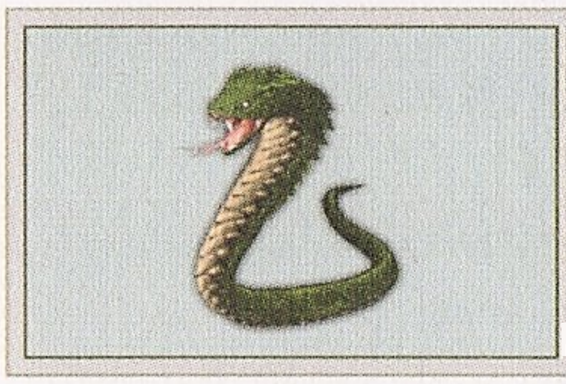
スコープスター

Lv.	25	Strength 402	None —	Skills	—
HP	2972	Spell Attack 40	Fire —	Trait: Low Defense	
Weight	Light	Defense 298	Water —	ト	E: O? work, childcare, 70 one-child, 46EXP, 410,000
Reeling Back	0	[Spell Defense 23	Earth —	appearance	Ò Child Eleven Plateau (→P103), Cave of the East (→P163), first
Probability Effect	105	Concentration 226	House Weakness		Four management areas Shellbear密域 (→P178)



Stag Beetle

Lv.	7	Attack Power 132	Wo	Weakness Skill	—
HP	896	Magic Attack: 2	Mindless —	Characteristic magic defense is low	
Weight	Light	防御力 147	—	K T	besides, ヤイ ンバーレット、9 EXP、100,000 yuan below
This recoil	0	Magical Defense 105	Earth —	Appearance	7 Fuyer Snowfield (→P98), Fourth-Type Administrative District Armor-Type Secret Re
[Probability Effect]	120	Concentration 136	—		alm (→P182)



Another one

Lv.	13	Attack Power 11	Fire None —	Skills	—
HP	2048	Magic Attack 17	Water —	Characteristic	—
Weight	Light	【Defense 3	11 —	ドロ	4 77 yuan per day, ヤハー ベルト、16EXP、16ガルド
Reeling Back	0	[Spell Defense	1 077 【Geographic Weak Point	Appearance	Evening Street (→ P107), ガリス Lake Road (→P108), メヘン 44 、
[Probability Effect]	150	Focus 156	Wind —		Fourth-Type Administrative District Barefooted Secret Realm (→ P180)

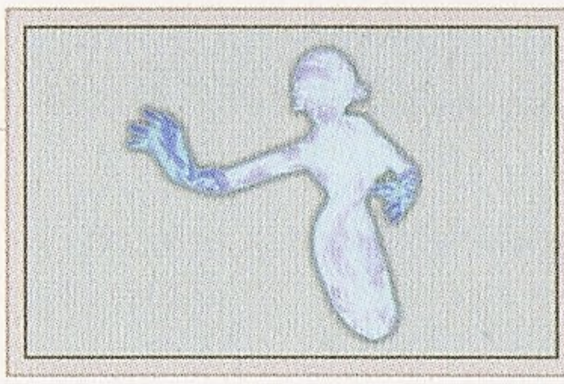
スパイダー

Lv.	10	Aggressive Vio ce 126	None —	“Skills”	—
HP	1675	Magic Attack: 152	Fire, Water, —	Characteristic: Low Defense	
Weight	Light	防御力 131	—	Today: ウハク、ヤ	ンバーピアス、17EXP、16ガルド
Backbend: 0		[Magic Defense 4	1 —	Appearance	Western Cave of バ之洞穴 (→ P102), Fourth Type Administrative Region Shell-Type Stealthy Nest
[Probability Effect]	115	Concentration: 183	House Weak Point		Domain (→P178)

Spider Elizabeth

Class A Warning Demon

Lv.207178 Half HP 20901 Magic Attac 45 9 Fire				Skill: While chanting, gain steel skin up to 5 hits	
Weakness Weight Heavy Defense 3.43 Water Ba				New Gold Concentration +30%. Magic Defense lower ∠`	
ckbend 45 Magic Defense 265 Ground Ha			—	Item: Medium-Potent Magical Flame Crystal, Lv. 10–20, Single Equipment	
lf Probability Effect 65 [Concentration 472 Wind W					
eakness				Appearance: Ruins of 求几 (→P114)	



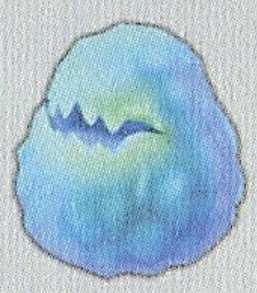
スペクター

Lv.	47	Attack Po er 27	None Weak ess, Skills	—	
HP	11000 Magical Attack 302, Fire Weakness			Characteristic: Low Defense	
Weight: Normal, Defense 871, Water			—	Item: Poor-Luck Talisman, Below, Class One Row or So, 334 EXP, 2,010,000	
Knockback 0		Arcane Defe se 463	Earth Im ct Reduction	Appearance	Ley Lines (2) (→P142), Ley Lines (3) (→P173), Yu Wen’er Ice Ground (→P14
[Chance Effect] 100		Focus 408	Wind —		6), Fourth Type Administrative District Undead Dense Realm (→P184)

Spectral Crystal

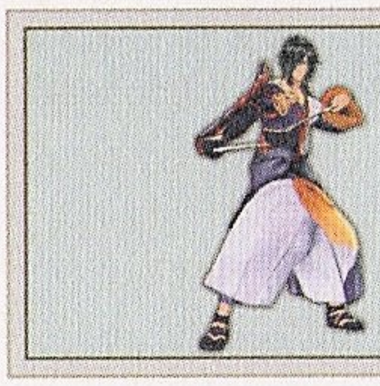
Class A Warning Demon

Lv.	52	Attack Power 765	Null	Skills	—
HP	765	術 Attack 765		Characteristic	—
Weight	is very heavy		Head Reflection	Drops: Chaos Wind Crystal, base equipment items of item level 34–52	
Knockback	100	Defense 9999	Water Reflection		
[Probability Effect]	0	Arcane Defense 9999	Earth Reflection	Appearance	Gaibulke Ice Region (→P146)
		Concentration 763	Nation eflections		



Slime

Lv.	15	Attack Power 110	Windless —	Skills	—
HP	2112	Magic Attack 115	—	Characteristic	術 Defense is very low. When Gluttony is present, ability increases 5x
Weight	very light	Defense Power 168	—	Drop	Venus Box, Amber Bag, Calcite Bag, 15 EXP, 16 Garud
Knockback	0	術 Defense 98	Welcome: Weakness	Appearance	Royal Capital Underground Passage (→P110), Fourth Type Administrative District Indefinite Density Habitat (→P176)
[Probability Effect]	105	Concentration 94	—		



Red-Eyed Swordsman

Lv.	6	Attack Power 111	Windless —	Skills	—
HP	2031	Magic Attack 111	—	Trait	Defense +30%
Weight	Normal	Defense 153	—	Drop	Critical Aim Magic Wind Crystal
Stagger	24	Magic Defense 137	Earth —	Appearance	Main 9
[Probability Effect]	80	Concentration 170	—		

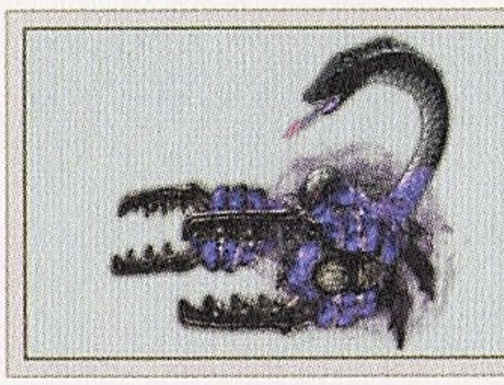
A man speaks with his back

Wandering Enemy

Lv.	51	Attack Power 745	Fire None —	Skill	Stun Time on Enemies 1.5x
HP	70106	術 Attack 542	Water Strong Reduction	Trait	術 Attack +30%. Defense is particularly low
Weight	Very Heavy	Defense 387	Wind None —	Drop	Rare Flame Crystal, Intermediate Alchemy Powder, Base equipment items for item lv.33~51, 30622 Guilds
Knockback	60	術 Defense 671	地 Strong Reduction	Appearance	East Gand Domain/Dungeon and End Gand Domain Dungeon or Field (Details on P206)
【Probabilistic Effect	40	Concentration 1006	Wind Weakness		

Zenomantis

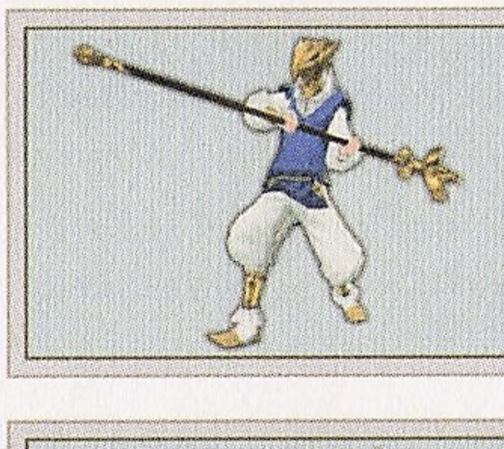
Lv.	42	Attack Power 690	None —	Skill	Damage to standing enemies +25%
HP	57712	Attack 865	Weak to Earth	Trait	Defense +30%. Magic defense is very low
Weight	Very Heavy; Defense 1192; Water: Half; Drop: Racial Trait Ice Crystal - Heaven, 11616 EXP, 2688 Gald				
のけぞり	48	Magic Defense 6[illegible]; Earth: Half		Appearance	Main 46]
[Probability Effect]	45	Concentration 47	Wind —		



Sekhmet

Class A Warning Demon

Lv.	36	Attack Power 703; None; Weak to; Skill: When the enemy is poisoned, Magic Defense increases by			
HP	34052	30%; Attack 668;	Fire —	Trait:	Attack Power +30%
Weight:	Heavy	Defense 503	Water H -Reduction	Drop:	Momentary Defense Wind Crystal, Base equipment items of Item Level 22–36
Knockback	56	Defens 495	Earth: Weak to; Wi	Appearance	Eastern Laban Cave (P163), SUB 10 'Kokurou Zanma Ken 2(卐→P162)
[Chance Effect]	35	Focus 5[illegible]3	nd —		



Battle Staff User

Lv.	6	Attack Power 60	Windless —	Skills	—
HP	781	術 Attack 76	Fire Half Reduction	Characteristic:	When Oscar is present, ability1.1x
Weight	Normal	Defense Power 75	Water —	Drop	7 EXP, 9 Gald
のけぞり	0	術 Defense 68	Welcome: Weakness	Appearance	Main: 10
[Chance Effect]	120	Concentration 77	Earth —		

War Hammer Bearer

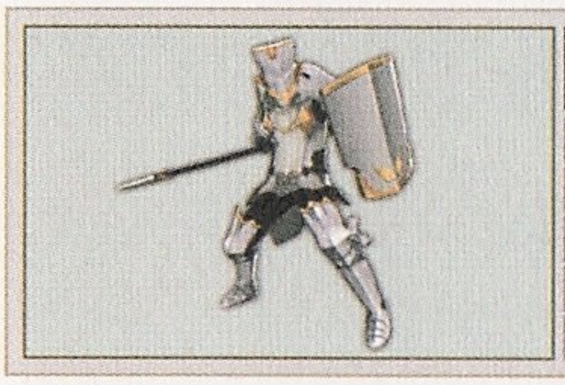
Lv.	30	Attack Power 300	None —	Skills	—
HP	8424	Arcane Attack 300	Fire —	Characteristic	—
重量	Normal	Defense 300	Water —	Drop	109EXP, 88 Guilds
Reeling Back	0	術 Defense 300	Ground —	Appearance	The Holy Palace Paramides (→P126)
[Probability Effect]	145	Focus 375	Wind Weakness		

Souskunk

Lv.	88	Attack 860	No Fire	—	Skills —
HP	29858	Magical Attack 806	Fire	Weakness	Characteristic —
Weight	Light	Defense 713	Water	—	Drop Doppelgänger, Mithril Doll, Adamant Doll, 2777 EXP, 612 Gald
This stagger 0		術 Defense 633	地	Half damage	Appearance Stairway to Heaven (Room Four) (P214)
[Probability Effect] 45		Focus 783	Wind	—	

Twin-tailed Fox

Lv.	58	Attack Power 533	No Fire	—	Skills —
HP	14501	術 Attack 534	Fire	Weakness	Characteristic 術 Defense is very low
Weight	Light	Defense 605	Water	—	Drops Kaiseroad, Quartz Boots, Topaz Boots, Mithril Boots 616EXP, 344 Guild
Reeling Back	0	Magic Defense 307	Earth	Half damage	Appearance Chair of the Sanctified One (→P112)
[Probability Effect]	85	Concentration 440	Wind	—	

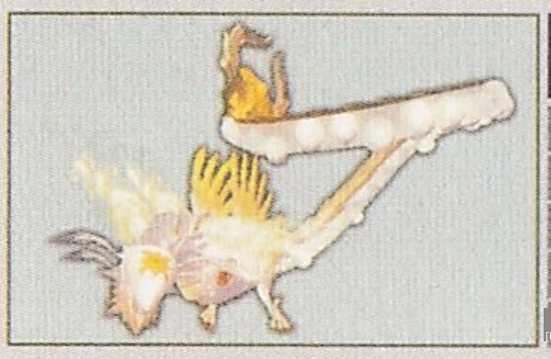


Spearman

Lv.	30	Attack Power 231	None	—	Skills —
HP	5279	Magical Attack 289	Fire	Weakness	Characteristic —
Weight	Normal	Defense 253	Water	—	Drop 90 EXP, 65 Gold
Knockback	0	Magical Defense 253	Earth	—	Appearance Temple of Parames (P126)
Probability Effect	150	Concentration 286	Wind	—	

Sorcerer Dead

Lv.	42	Attack Power 441	No	Weakness	Skill —
HP	13108	Magical Attack 508	Fire	—	Trait: Defense is particularly low
Weight	Normal	Defense 320	Water	Weakness	Drop Acodion God, Amphi dol, Ferddol, 275 EXP, 195 Gold
Knockback	0	術 Defense 509	Earth Wind	—	Appear Forest of Calm (2) (P138),), Vein (2) (→P142), Vein (3) (→P173), Fourth Type Administrative District Undead Lurking Zone (→P184)
Probability Effect	100	Concentration 358	Room	Half Damage	



Armies of the Sky

Lv.	65	Attack Power 876	None	Weakness	Skill: Reduces damage by 40% for skills over 1000
HP	104936	Attack 1003	Fire	Severe Reduction	Property: Concentration +30%
Weight	Very Heavy	Defense 1,097	Water	Severe Reduction	Drop: 43638 EXP, 8747 Gald
のけぞり	60	Magic Defense: 993	Earth	greatly reduced	Appearance Eight-Headed Dragon Kanonushi (Boss) (→P150)
[Probabilistic Effect	40	Focus: 902	Wind	—	

Solveigar

Lv.	70	Attack: 1058	Neutral	—	Skills —
HP	29512	Magic Attack 923	Fire	—	Trait: Low Defense
Weight	Heavy	Defense: 1028	Water	Weakness	Drop: Giant Foot, Topaz Boots, Mithril Boots, Adamant Boots, 4079 EXP, 1469 Gald
Knockback	0	Magic Defense 729	Sword	—	Appearance Stairway to Heaven (First Room) (→P212)
[Probability Effect]	55	Focus 759	Wind	Halved	

Zombie

Lv.	21	Attack: 230	Neutral	Weakness: Skill	—
HP	5651	Magic Attack 24	Fire	—	Characteristic —
Weight	Normal	Defence 141	Water	—	Drops Mars Square, Calcite Bag, 43 EXP, 35 Galds
「Fall backward]	0	Magic Defence 15	Earth	—	Appearance Vester Mine Shaft (→P116), Main 40, Fourth Type Administration District
【Probability Effect】	85	Concentration 13	Wind	—	Undead密棲域 (→P184)

Dark Kamenin

Lv.88	Attack 902	HP 133410	Magic	無	— Skill Stun Time on Enemies 1.5x
Attack 951	Fire: Weak	Weight: Very Heavy	Defens		Trait Concentration +30%. Defense is low
e 883	Water: Weak				Drops: Demolition's Demon-鋼晶, Huggy Sophie, 143333 EXP 11700 Gards
「Fall backward]	60	Magic Defense 1287	Earth	Reduction	Appearance SUB 07「The Tale of the Tortoise Custodian⑤」(→P160)
[Probability Effect]	30	Focus 812	Wind	—	

タイガヘッド

Lv.	33	Attack 228	None	Weakness	Skill —
HP	7000	Magic Attack 369	Fire	—	Trait: Defense is particularly low
Weight	Light	Defense	59	Water Weakness	Drop Noble Charm, Floret Talisman, Amphit Talisman, 73 EXP, 59 Gold
This stagger 0				—	
[Probability Effect] 105		Magic Defense 254 Concentration 194	Earth Wind	—	Encounter Titania, Fourth Type Administrative District Undead Species Lurking Realm (→P184)

Ancient Sacred Tree

Lv.	44	Attack Power 543	None	—	Skills —
HP	15259	Magic Attack 710	Fire	Weakness	Characteristic —
Weight	Very high	Defense 463	Water	—	Drop Spirit Dagger, Anfi Dagger, Feld Dagger, Quartz Dagger, 451EXP, 302 Geld
Stagger 0		Magic Defense 527	Earth	—	Encounter Veil Marshlands (→P140), Fourth Type Administrative District No-Footed Species Lurking Region (→P180)
【Probability Effect】 70		Concentration 360	Wind	—	

Dynamite Panache

Lv.	100	Attack Power 1637	None	—	“Skills —
HP	67392	Magic Attack 1044	Fire	Severe Reduction	Characteristic —
Slightly Heavy Weight		Defense 886	Fire	Weakness	Drop-free Necklace, Mithril Pendant, Adamant Pendant, 9896 EXP, 2160 Gold
Stagger		Magic Defense 94	Earth	—	
[Probability Effect] 50		Concentration 1025	Wind	Reduction	Appearance Stairway to Heaven (Sixth Room) (→P216)

Tarantism

Lv.	82	Attack 646	None	—	Skills —
HP	27271	Magic Attack 767	Fire	—	Characteristic —
Weight	Light	Defense 1008	Water	Weakness	Drop Turbulence, Mithril Boots, Adamant Boots, 2723 EXP, 782 Gold
Reeling Back	0	Magic Defense 87	Earth	—	
Probability Effect 25		Concentration 990	風	Half damage	Stairs to Heaven (Room 3) (→P213)

Dung Beetle

Class A Warning Demon

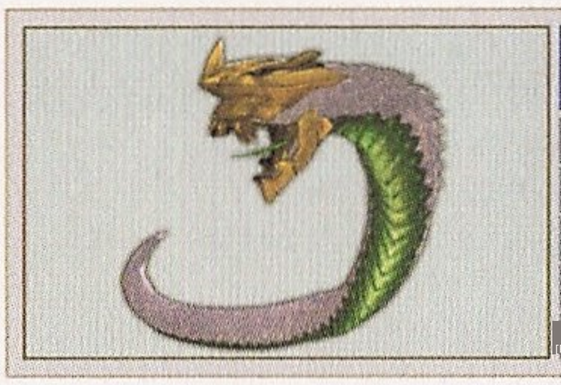
Lv. 1				—	When you paralyze an enemy with a skill, Attack Power +30%
		8 Attack Power 232	Fire: 0	HP 1 —	Trait: Low Defense
5415		Attack 464 Weight Heavy		Defense 41 —	Drop Ice crystal of magical ice that reduces attribute damage, base equipment items for Item Lv. 9–18
		0 “Knockback		Magic Defense 32	
0 Earth: 0		Concentration 438	Roof	Weakness	Appearance Underground City Passages (→ P110)
[Probability Effect					

Dump Octopus

Lv.	28	Attack Power 197	Windless	—	Skills —
HP	6937	術 Attack 361		—	Characteristic —
Weight	Normal	Defense 217		—	Drop Jupiter Sphere, Flore Bag, 72 EXP, 56 Gald
のけぞり	0	Magic Defense 254	Earth	弱点	Appearance Makrill Beach (→P123), Manan Reef (→P125), Main
[Probabilistic Effect] 115		Concentration 215			40, Fourth-Type Administrative District Inconstant Species Breeding Ground (→P176)

Changeling

Lv.	70	Attack Power 1249	None	Weakness	Skill —
HP	22701	Magic Attack 723	Fire	—	Trait: Defense is particularly low
Very light weight		Defense 562	Water	—	Drop Resistance, Mithril Garment, Adamant Garment, 1840 EXP 655 Gold
Knockback 0		術 Defense 864	Earth	Reduction	
Probability Effect 60		Concentration 650	Wind	—	Appearance Stairway to Heaven (First Room) (→P212)

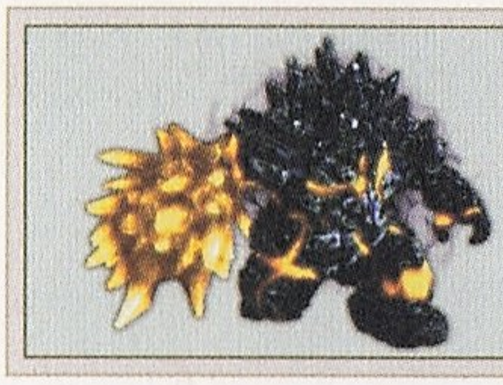


Spiral of Order

Lv.	46	Attack 254	No Reduction		Skills —
HP	9603	術 Attack 415	Fire	Weak	Characteristic —
Weight	Light	Defense 309	Water	—	Drop Francois La Belle, Anfieldt, Felt Belt, Quartz Belt, 214 EXP, 140 Gold
Reeling Back	0	Magic Defense 318	Earth	—	Titania (2) (→P128), Cursed Land (→P144), Type 4
Probabilistic Effect	95	Concentration 440	Wind	—	Appearance Administrative District Venomous Dwelling Area (→P180)

Spear User

Lv.	6	Attack Power 72	Fire None Water None	—	Skills —
HP	748	術 Attack 90	Earth 3 Weakness		Feature: Defense is particularly low. When Oscar is present, ability increases by 1.1x
Weight	Normal	Defense 48		—	Drop: Invincible Ice Crystal, base equipment items for Item Level 38 to 57
Knockback 0		術 Defense 89 Half Reduced			Appearance: Main: 10
Probability Effect 130		Concentration 65 Wind		—	



Titan

Class A Warning Demon

Lv.57 Attack Power 840 None		Weakness			Skills: Reduces all damage by 30
HP 26700		Arcane Attack 695		Eight Reflection	Traits: Defense +30%. Arcane defense is very low
Very heavy		Defense 2739	Water	—	Drop: Invincible Ice Crystal
のけぞり	70	Arcane Defense 1144 Earth Reflection			Appearance: Kiralus Volcano (→P148)
[Probability Effect] 50		Concentration 1026 Wind		—	

depplitch

Class A Warning Demon

Application

Lv. 62 Attack 459 Unbreakable Reduction					Skill Stun Time Reduced by 50%
HP 69250 Attack 631		術 Fire Reduction			Trait: Arcane Attack +30%. Arcane defense is low. If Flame Witch is present, ability times 1.1
Weight Heavy		Defense 1297 Water		—	Drop: Unconscious Ice Crystal, Base equipment items with Item Level 42~62
Stagger 60		術 Defense 1037 Earth Weakness			Appearance: Zamahl Bell Cave (→P167). SUB 14 “Magilu’s Troupe Goes” ゆく⑧ (→P166)
[Probability Effect] 45		Concentration 739	Wind	—	

Tenkazaru

Lv.	13	Attack Power 317	None	—	Skills —
HP	3610	術 Attack 125	Fire	—	Characteristic: Low Defense
Weight: A little heavy; Defense 171; Water; Weakness: Drops Beast Fang, Amber Blade; 39 EXP, 38 Gold					
Knockback 0		Magic Defense 223	Ground	—	Appearance: Darna Street (→P107), Fourth Type Administrational District Beast-class Lair (→P177)
[Probability Effect]	125	Concentration 169	Wind	—	

Devil

Lv. 18		Attack 3[illegible]3; None; Weakness: Skill			—
HP 4802		Magic Attack 29[illegible]	Fire	—	Trait: Defense is particularly low
Weight Normal		Defense 90; Water		—	Drop: Halberd, Amber Sphere, Calcite Spear; 57 EXP, 52 Gold
Stagger: 0		Magic Defense 317	Earth	—	Appearance: Evolc Ruins (→P114), Fourth Type Administrational District Demon-class Lair Domain (→P181)
[Probability Effect 95		Concentration 378	Wind	—	

Devilfish

Lv.	100	Attack 7[illegible]2; None		—	Skills —
HP 42232 Magic Attack 970 Fire Weakness Characteristics Defense is low					
Weight: Normal		Defense 851 Water		—	Drop: Nameless Belt皮、Mithril Belt、Adamant Belt、 4132EXP、 938 Gald
Knockback 0		Magic Defense 1037 Earth		—	Appearance: Stairway to the heavens appears (Room of Six) (→P216)
[Probability Effect] 35		Concentration 905 Wind		—	

Demons Rod

Class A Warning Demon

Lv.	66				
HP 103015 Magic Attack 1177 Fire		Attack 694 None Major Reduction Skill: While chanting, up to 10 hits grant Steel Body		—	Trait: Attack Power +30%. Low Defense
Weight Heavy		Defense 818 Water		—	Drop: Armored Demon Steel Crystal・九、 Base equipment for Item Level 45~66
Knockback 54		Magic Defense 1225 Earth Major Reduction			Appearance: Cursed Land (→P144)
[probability effect] 40		Concentration 1063 Wind Weakness			

Dullahan

Lv.	34 Attack Power 461 None	Weakness			Skill Recovers 50% of received damage gradually！
HP	38515 Magical Attack 381 Fire			—	Trait: 術 Defense +30%. Defense is particularly low
Very heavy weight Defense 564			Water	—	Drop Armored Demon Steel Crystal III, 5340 EXP 1329 Gold
のけぞり	50	術 Defense 1014 Earth Half-Reduction			Appearance: Main 38
[Probability Effect]	50	Concentration 578	風 Half-Reduction		

Terror Glossa Agito

Lv.	25	Attack 1054	None	Half Damage	Skill Attack Power Increasing, Adds Stun Hit at Initial Stage of Magic Techniques
HP	233[illegible]0	Magic Attack 568	Fire Weakness		Trait: Attack Power +30%
Moderately heavy weight		Defense 671	Water	—	Drop Items Base equipment for Lv.14–25, 1453 Gald
Knockback 50		Magic Defense 728	地	Critical Reduction	Appearance: Fourth-Type Administrative District Super- Elite Dense Habitat (→P185)
[Probability Effect]	75	Concentration 384	Wind	—	

Terrisa

Lv.	9	Attack [illegible]61	No Fire	—	Skills —
HP	4760	Arcane Attack 272	—		Trait: [illegible]ense +30%
Lightly Heavy Weight		Defense 203	Water	Half Damage	Drop Soul Protection Magic Wind Crystal, 931 EXP, 305 Gald
Knockback: 28		Arcane Defense 192	Earth Wind	—	Appearance: Main 14
[Probability Effect]	115	Concentration 179		—	

Gift of Heaven

Lv.	60	Attack Power 492	No Fire, Water, Earth	No Armor Penetration, Skills	—
HP	21,705 Magid Attack, 836			—	Trait: Low defense.
Weight	Heavy	Defense 605		—	Base equipment for item drops Lv.40–60, 1582 EXP, 810 Gald
のけ Sori 0		Magic Defense 890		—	Appearance: Main 58
【Probability Effect】 65		Focus 8[illegible]0, Wind		—	

Ten-gen Shin-yoru Arutoriusu

Lv. 128	Attack Power 1965, No Reduction				When dealing Skill Damage, Soul does not fall below 3
HP 317708, Magic Attack 1658, Fire Reduction					Trait: [illegible]30% Attack Power
重量	Very Heavy, Defense 1718, Water Reduction				Drop —
のけぞり	80 Magic Defense 1702, Earth Reduction				Appearance: Main 65, Sub 36. After clearing “Stairway to Heaven,” the final battle at Main 65 shifts from Kamiyori Alterius to this one
Probability effect	30 Focus 1670, Wind Reduction				

Dangerous Smell

Class A Warning Demon

Lv.	44	Attack Power 586	Fire None, Water None	—	Skill: While casting, grants steel skin up to 10 hits
HP 63866		術Attack 925	Fire Weakness		Trait: Attack Power +30%
Weight: Normal		Defense Power 743		—	Drop: Consumption reduction magic ice crystal, base equipment item, item Level 28-44
Recoil: 50		Magic Defense 633	Ground	—	
[Probability Effect] 60		Concentration 570	Wind	Halved	Appears at the cliff road of Lunaha Lake Shore (→P135)

Dragon

Lv.	120 Attack Power 1192	None		—	Skills —
HP 48011 Magic Attack 1048		Fire	Severe Reduction		Characteristic: Low magic defense
Weight: Normal Defense Power 1805		Water		—	Drop: Nameless Blade, Mithril Blade, Adamant Blade, 6560 EXP, 1239 Guild
のけ Sled 0		Magic Defense 1233	Earth Weakness		Appearance: Stairs to Heaven (Seventh Chamber) (→P217)
[Probability effect] 35		Concentration 1508	Wind	—	

Dragon Puppy

Lv.	7	Attack Power 206		—	Skill Paralysis Effect is reduced by 100%
HP	4240	Magic Attack 195	0 Half		Characteristic —
Weight is very heavy; Defense 117				—	Drop: 907 EXP, 578 Gold
Knockback 24; Magic Defense 106;			Earth	—	Appearance: Main: 10
Probability Effect 175; Focus 210; Weak Point					

Dryad

Class A Warning Demon

Lv.	42	Attack Power 511	No Fire	—	Skill: While casting, grants steel skin up to 10 hits
HP	Arcane Attack 845			—	Trait: [illegible]ense +30%
Weight very Heavy Defense 598 Water Reduction Drops During Life Spirit Crystal of Vitality in Death, base equipment items for item level 27–42					
This Knockback 44 Defense 661			Earth Wind	—	Appears in Davaal Forest (→P165)
Probability effect	55	Concentration 730		—	

Trickster

Class A Warning Demon

Lv.	27	Attack Power 244	Wind	—	Gains a Steel Body for up to 10 hits while casting a spell
HP	30527	Arcane Attack 348	Fire	Weakness	Hand Surgery Defense +30%. Defense power is relatively low. Magic Ability 1.2x
Weight	Normal	Defense 3922	Water	—	2 Counterpart Link Magic Wind Crystal, Operation Lv.15~270 Equipment
のけ solarity	54	Magic Defense 538	Earth	—	
[Probability Effect]	50	Focus 688		—	Appears in the Evening Wetlands (→P119)

Treant

Lv.	19	Attack 255	None	—	Skills —
HP	5332	Magic Attack 318	Fire	Weakness	Features —
重量	とても	Heavy Defense 249 Water	半減	—	ドロップ ベChild Ye, Power Ye Mai, 64EXP, 580,000 ルド
Reeling Back	0	Magic Defense 25	Earth	—	ブリ Jian Xia Creek Valley (→P115), Fourth Type Administrative District No-Foot Seed Dens
Probability Effect	150	Concentration 317	Wind	—	Appearance e Habitat (→P180)

Troll

Meat

Lv.	23	Attack 267	None	—	Skills —
HP	6007	Magical Attack 300	Wind	—	特性 Defense +30%.
Weight	Heavy	Defense 264	Water	—	ドロップ > Oni Knife, Power Ye Mai, One, 70 Ear Gift F, 91EXP, 770,000 next Moist Plai
Knockback	0	Magical Defense 201	Earth	—	n (→ P119), Fourth Type Administrative District Beastman Dense Habitat
[Probability Effect]	145	[Focus] 388 Weak Point			Appea rs (→P183)

eleven points

Lv.	28	Attack Power 225; Magic Attack 496; Half Damage Defense 281; Water Magic Defense 293; Weakness Focus 340; Wind	火	—	Skills —
HP	8901				Characteristic —
Weight	Normal		地		ドロップ エ ステン Seventh day twenty-one, one of the seven mouths—child), 124 EXP, 1,030,000 yuan
Knockback	0				Another Liao Estuary (→P123), another large sea reef (→P125), Fourth Type
Probability effect	75				Appearance Administrative District No-foot Dense Domain (→P180)

Nightmare

Lv.	120	Attack power 1513;	None	—	Skills —
HP	72747; Magic Attack 1232;		Fire; Half Damage		Characteristic: Low Defense
Weight	Normal; Defense 1245		水	—	ドロップ Unknown inscribed spear, third zz, 760 EXP, 22,160,000 ルド
このけぞり	0	Magic Defense 1689	Earth	—	Product 見 へ Stairway to the Heavens (Seven) room (→ P217)
[Probability Effect]	45	Concentration Half 2502		—	

Mystic Holy Slave

Lv.	18 Email	攻撃力	289	No Fire	— Newbie Slowed Feet Effect を 00% Reduction
HP	15462	Destiny 266	Fire		— New Item Focus +30%
Weight	Heavy	Defense	228	Water	— Drop Burn Injury Ice Crystal, 1408 Gald
のけぞり	32	Defense Magic 240 Earth		Half-Reduction	Appea メイン
[Probability Effect]	65	Focus 371 Wind		—	

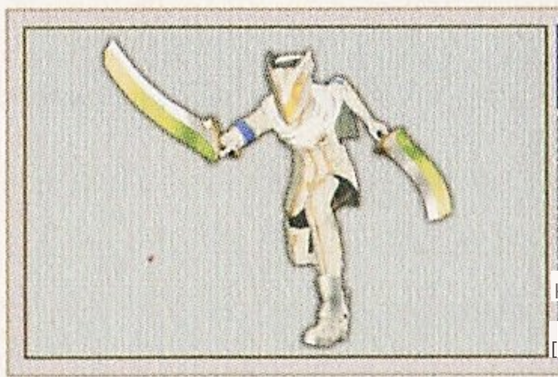
虹霞の番人

Lv.	44	攻撃力	660	No Fire	— Skills —
HP	10883	術攻 Strike	512		— New: Defense +30%
重量	とても	Heavy Defense 880	Water	弱点	— ドロップ イ > Nishiya, Kasaichou" Little Dragon, 550EXP, 3.7
This recoil	0	"術防御 829	地		— 6 million son
Probability Effect	155	Concentration 448		Chef Half-Reduction	Appearance

剣

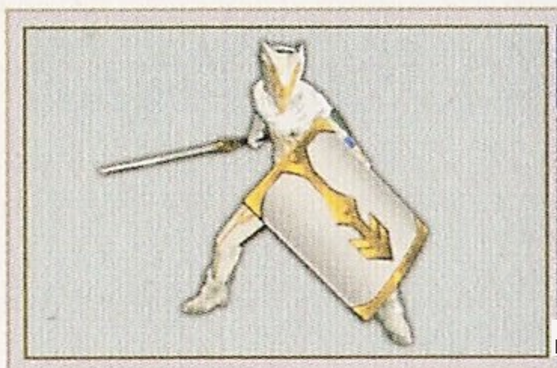
Second-class Minor Demon-Slayer

Lv.	9	攻	Power: 138	None	— Skills —
HP	1907	Arcane Attack 13		Fire	— New Work/T (2) がいると Ability 1.5x
Weight	Normal	【Defense: 120		Water	— ADD: 21 EXP, 210,000 yuan below
のけぞり	0	【Arcane Defense 120		Earth	—
[Probability Effect]	135	Focus 139	Wind		— Appearance Fire 1x イン 21



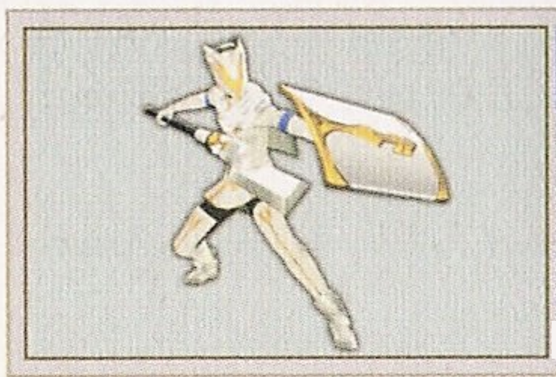
剣対
Second-class Dual Mage

Lv.	17	【Attack: 230	None	—	Skills —
HP	4582	Magic attack 280	Fire	—	Selected IL/7(2) Ability 1.1x
Weight	Normal	【Defense: 205	Water	—	M 55EXP、510,000 Yuan
Knockback	0	Art Defense 205	Earth	—	Appearance Food 21
[Probability Effect] 100		Concentration 234	Wind	—	



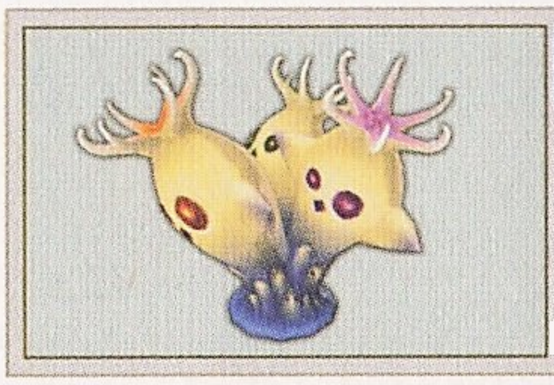
剣
Second Class Long-Range Witch Hunter

Lv.	5	Attack Power 96	Windless	—	Skills —
HP	888	Magical Attack 96		—	Characteristic —
Weight	Normal	Defense 84		—	DO 12EXP, 120,000 yuan
Reeling Back	0	Art Defense 84	Earth	—	
Probability Effect 150		Concentration 95		—	Appearance: Xixi Twin Swords (1) (→P96), wei hua wei 14



Second Class Spear Opponent Mage

Lv.	5	Attack Power 96	None	—	Skills —
HP	888	Magical Attack 96	Fire Water Earth Wind	—	Sea First-class Chief Wizard (2), ability 10x
Weight: Normal		Defense 84		—	NEO 72 XP, 120,000 yuan
Reeling Back	0	Art Defense 84		—	
【Probability Effect】 150		【Concentration 95		—	Appearance: Xixi Twin Blades (1) (→P96), wei hua hua 14



Twenty-Second Day of the Ox

Lv.	100	Attack Power 105	No	Reduction Skill	—
HP	34344	Spell Attack 832	Fire	—	Characteristic —
重量	とても Lic	Defense 71	Water	—	ドロップ Nameless Target, Three Children, Part, Small Ku, 2695 EXP, 6.12 million yuan
のけ solarity	0	【Magic Defense 8544	Earth	Address point Weakness	
【Probability Effect 50		Concentration 679	Wind	—	出現 Heavenly Staircase (Sixth Chamber) (→P216)

Eight-one to one' — Hoshino

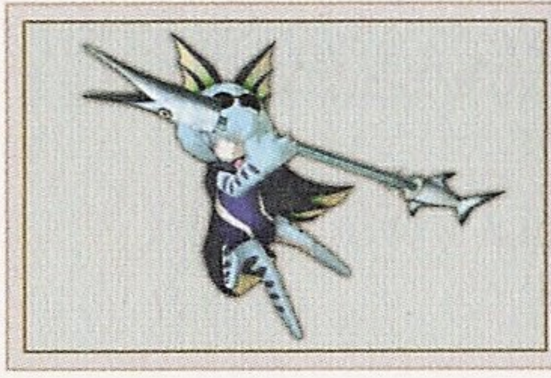
Lv.	19	Attack Power 207	None	—	Skills —
HP	4483	Magic attack 229	Fire	—	Trait: Magic Defense is very low
Weight	Normal	Defense 385	Water	—	ドロップ バンニ Keen Lady-in-Waiting Maid 1 7, 46 EXP, 390,000 yuan divination
Kono kezo ri	0	Magic Defense 156	地	Weakness	Valley of Vile, (→P115), Fourth-Type Administrative District Winged Nest
[Probability Effect] 95		Concentration 22	Wind	—	Appearance Area (→P179)

Eight-one-one-one — Class A Warning Demon

Lv.	35	攻 Strength 658	None	—	Skill Reduces all damage by 20
HP	41293	Magic Attack 773	Fire Weakness		特性 Concentration +30%.
Weight	Normal	[Defense 395	Water	Half Damage	ドロップ Absolute Reduction Magic Crystal, Equipment Lv.21~350
Knee-jerk	56	[Magical Defense 382	地	Damage	
[Probability Effect	25	Concentration 585	Wind	—	Appearance Harmon(→P123)

Roaming Flowing Spirit

Lv.	38	Attack Power 338	None	—	Skills —
HP	9405	Magic Attack 354	Four Half-Reduction		特性 Low Defense. First-class Dual Mage, 1.1x Ability
Weight	Normal	[Defense 301	Water	—	Recycling: In the Year of the Boar, Sword One Child, Er-Bu-Er, 160EXP, 1,070,000 below
Stagger 0		[Magic Defense 489	Weakness		7-Year-Child Relic (→P132), Wei 44 Fourth Type of Managed Land
[Probability Effect 110 Yuan		[Concentration 340	Weakness		Appearance Undying Zone of the District (→P184)



Hydrowitch

Lv.	100	[Attack 1114	None	—	Skills —
HP	42923	術攻撃	864	Half-Reduct	特性 Defense が
Weight	Normal	[Defense 658	Water	—	ドロップ 4 Uninscribed Weave, Three, Manufacture, 4212EXP, 9,010,000
のけぞり	0	Magic Defense 921	Earth	Weakness	
[Probability Effect]	50	Focus 816	Wind	—	出現 Stairway of Heaven and Man (Sixth) Room (→P216)

Basilisk

Lv.	80	Attack power 1173	None	—	Skill: While chanting, gain steel skin up to 15 hits	
HP	146313	Magic attack 1173	Fire	—	Trait	Attack Power +30%. Magic Defense is low
Very Heavy Weight		Defense: 830	Water	reduction	Drop	Kataba's Wind Crystal, 79,380 EXP, 22,230 Gold
Recoil 6		Magic Defense 639	Earth	—		
[Probability Effect] 45		Focus 1401	Wind	eakness	Appearance	Stairway to Heaven (Boss of the Second Room) (→P212)

Bat

Lv.	8	Attack Pow 67		—	Skill	—
HP	1060	術 Attack 76		—	Traits	—
Weight	Light	Defense Po 85		—	Drops: Grace Sheet, Amber Leaf, 9 EXP, 10 Gold	
のけぞり	0	Elemental Def e 73		—		
[Chance Effect] 120		Concentrat on 123	Wind	eakness	Appearance	Hadlow Swamp Caverns (→P100), Vortigan (→P104), Fourth Type Administrative District: Winged Species Dense Habitat (→P179)

Windless earth

Bat Baron

Class A Warning Demon

Lv.	10	Attack Power 175	No Half-Resistance		Skill When HP is 32% or less, Defense increases by +30%; Tr	
HP	9047	Magic Attack 277	Fire	—	ait: Attack Power +30%	
Weight	Normal	Defense 136	Water	—	Drop: airborne takedown magic wind crystal, base equipment items of Item Level 5~10	
のけ	Slope 34	Magic Defe se 140	Earth	—		
[Probability Effect] 90		Concentra on 258	Wind	—	Appearance	Hadlow Swamp Cave (→P100)

Seed of Prosperity

Lv.	59	Attack Pow r 56	None	—	Skills	—
HP	15555	Magic Attack 648	Fire Ha	Reduction	Trait: M gic Defense is very low	
Weight	Light	Defense 910	Water	—	Drop	Pegasus Wing, Quartz Boots, Topaz Boots, Mithril Boots, 818 EXP, 411 Gald
Knockback 0		術 Defen e 465	地	弱点		
【Probability Effect】 65		Focus 50 7 Wi d		—	Appearance	Eight-Headed Dragon Kanushi (→P150)

Demigod Mercury Melchior

Lv. 56	Attack Power 699	None		—	While chanting a skill, gain steel skin up to 20 hits	
HP 84206	Attack 583	Fire		—	Property: Concentration +30%	
Weight	Heavy	Defense 816	Water	Decay	Drop	39901 EXP, 7543 Gold
Stagger 54		術 Defen e 752	Earth	Decay		
[Probability Effect] 20		Focus 1045	Wind	Weakness	Appearance	Main 64

Hangman

Wandering Enemy

Lv.	15	Attack Power 276	None	Half	Skill Stun time on enemy 1.5x	
HP	10759	Magic Attack 237	Fire	—	Property: Concentration +30%	
Weight	Heavy	Defense 294	Water	Weakness	Tropp	Hope's Fire Crystal, Fragrance Liquid, Base equipment item Lv.6–15, 4335 Gards
Knockback	40	術 Defen e 350	Earth	Weakness		West Gando Domain, Ail Gando Domain Dungeons and Fields
[Probability Effect] 80		Focus 2 5	Wind	—	Appearance	(Details on P206)

Avenger of Crime

Lv.65	Attack Power 1304	None		—	Skills	Stun duration on enemies 1.5x
HP 99243	Attack 1109	Fire	Weakness		Property: Concentration +30%	
Very Heavy Weight	Defense 926	Water		—	Drop	47943 EXP 10416 Garlds
Knockback 60	術 Defense 1004	Earthquake	Reduction			
[Probability Effect 40	Focus 847	Wind		—	Appearance	Eight-Headed Dragon Kanonushi (Boss) (→P150)

Pandora Pot

Lv.	36	Attack Power 331	Universal	Non-Reduction	Skill Reduces Stun Time by 35%	
HP	42606	Magic Attack 432	Fire	Half-Reduction	Trait	Defense +30%. Magic defense is very low
重量	Very Heavy Weight	Defense 1260	Water	—	Drop	Forging-core magical steel crystal, 6237EXP, 1507 gald
Reeling Back	50	Magical Defe se 759	地	弱点		
[Probability Effect 40		Focus 54	Wind	—	Appearance	Main 40

パンドラポットオメガ

Lv. 35 | HP 18013 | Heavy Very Heavy | Backlash 56 | [Probability Effect 40

Attack Power 907 | Magic Attack 703 | Defense 718 | 術 Defense 955 | Focus 6[illegible]

Fire — | Water Reflect | Ground — | Wind Weakness

Skills: Magic Reflect Skill HP 8% or less, Magic Defense Increase +30% added

Trait: 術 Defense +30%. Low Defense

Dropped Item: Base Equipment Lv.21–35, 2740 Garld

Appearance: Fourth Sector Administrative District Ultra-Type Dense Inhabited Zone (→P185)

Hundred

Lv. 53 | HP 12050 | Weight [illegible]ormal | Knockback 0 | [Probability Effect] 85

Attack Power 3[illegible]0 | Magic Attack 593 | Defense Power 562 | 術 Defense 350 | Concentration: 448

None Weakness Skill —

Fire — | Water [illegible]eduction | Ground — | Wind —

Characteristic: 術 [illegible]tic Defense is very low

Drop: Nome Strain, Topaz Pendant, 407EXP 255Geld

Appearance: Zamall Bell Cave (→P167), Kiralau Volcano (→P148)

[Peacock

Lv. 28 | HP 6539 | Weight Normal | のけぞり 0 | Chance Effect: 90

Attack: 24 | 術 Attack 290 | Defense: 197 | 術 Defence 179 | Concentration: 308

None — | Fire 弱 Point | Water — | Ground — | Wind —

Skills —

Traits —

Drop: Capriccio, Flor Ribbon, 63EXP, 50Geld

Appearance: Makrill Beach (→P123), Fourth Type Administrative District Winged Species Lurking Area (→P179)

Fairy

Lv. 14 | HP 2870 | Very light weight | That buck[illegible]0 | [Probable [illegible]ect] 1[illegible]

Attack Po[illegible]wer 24[illegible] | Magical Attack 15[illegible] | Defense [illegible]18 | [illegible]gical Defense 173 | Concentrati[illegible]n 277

None Weak Point Skill —

Fire — | Water — | Earth — | Wind —

Characteristic: Low Defense

Drop: Silk Feel, Battle Garment, Amber Garment, 25EXP 21 Garud

Appearance: Garis Lake Road (→P108), Fourth Type Administrative District Monster-Hiding Realm (→P181)

Hurriwolf

Lv. 88 | HP 443[illegible]1 | Weight Light | のけぞり 0 | [Probable Effect 45

Attack Po[illegible]wer 990 | Magical Attack 928 | Defense 587 | 術 Defense 527 | Concentration 595

None — | [illegible]re Weak Point | Water — | Earth Half-Reduced | Wind —

“Skills —

Characteristic —

Drop: Rabbit Seven, Mithril Earrings, Adamant Earrings, 3261EXP, 794 Garud

Appearance: to the Heavens Staircase (Chamber Four) (→P214)

Fireball

Lv. 76 | HP 27043 | Weight Normal | Knockback 0 | Probability effect: 30

Attack Po[illegible]wer 64[illegible] | Magic Attack 665 | Defense 701 | 術 Defense 643 | Focus 826

None — | Fire, half damage | Water, weak point | Ground — | Room, severe reduction

Skills —

Characteristic —

Drops: Titan Knuckle, Mithril[illegible]レット, Adamantlet, 2304 EXP, 743 Gold

Appear on the Stairway to Heaven (First Room, Second Room) (→P212)

Fabniel

Lv. 112 | HP 189876 | Weight [illegible]Very Heavy | Knockback 70 | 【Probability Effect 35

Attack Power 2006 | Magic Attack 1588 | Defense 18[illegible]0 | 術 Defense: 1941 | Concentration 1241

None — | Fire, half damage | Water, weak point | Ground — | Wind Half-Resistance

Skill: Damage to enemies in a Stun +50%

Property: [illegible]oncentration +30%

Drops: Styed Spear’s Wind Crystal, 157584 EXP, 30430 Gold

Appearance: Stairway to Heaven (Sixth Room Boss) (→P216)

Phantom

Class A Warning Demon

Lv. 54 | HP 55682 | Weight Heavy | This staggering 50 | [Probability Effect] 35

Attack 714 | Magic Attack 771 | Defense 991 | 術 Defense 1383 | Concentration 661

Void — | Fire — | Water Weakness | Earth Half-Reduction | Wind Extreme Reduction

Skill: While casting, grants steel skin up to 10 hits

Trait: Concentration +30%. Low defense. When Ancient Armor is present, ability is 1.5x. Dr[illegible]

[illegible]op: Flowing Flame Crystal of the Upstream, Base equipment items of item levels 36~54

Appearance: Vein (3) (→P173)

Fairy

Lv.	36	Attack: 411	Fire None Water None	—	Skills —
HP	6097	Magical Attack 359		—	Trait: Defense is particularly low
Weight	Very Light	Defense 291		—	Drops: Pure White, Feldgarment, etc., 133 EXP, 86 Gard
のけぞり	0	Magical Defense 617 Earth weaknesses			Ardina Grassland (→P130), Davaar Forest (→P165), Fourth Type
Probability Effect	145 Focus 449 Wind			—	Appearance Administrative District Monster Lair (→P181)

Phoenix

Lv.	100 Attack Power 967		None	—	Skills Stun: 1% chance to defeat in one hit while stunned
HP	128,520	術 Attack 765 Fire Half-Damage			Characteristic: Attack +30%. Magic defense is low
Weight: Light		Defense 1342 Water		—	Drop: Phoenix Ice Crystal, 205333EXP 14560Gald
Knockback 60		Magic Defense 989 Earth Weakness			Appearance SUB 18 'Fortune Nor-sama Doll No.7' (→P169)
[Probability Effect]	65	Concentration 1135 Wind Severe Reduction			

Force Hound

LV.			None	—	Skills —
	25 Attack 264		Fire	—	Characteristic: Low magic defense
	HP 5640 Magic Attack 198		Water	—	Drop: Sharp Light Sword, Calcit Dagger, Flor Dagger, 62EXP, 46Gald Drawn Plate
	Weight Light Defense 268		Earth	—	au (→P103) Fourth-type Administrative District Beast Species Dense H
	Knockback 0 Magic Defense 204				Appearance abitat (→P177)
[Probability Effect]	100	Concentration 339 Weakness		—	

Forest Plant

Lv.37 A k 3		one		—	Skills —
HP 115 0 Attack 0		術 Fire		—	Characteristic —
Weight ht De se 230 Wa er				—	Drop Colorful Waist, Base equipment for Item Lv.23~37, 151EXP, 97Gald Davar Forest (→P165)), Fourth-type Administrati ve District No-footed Dense Ha
Knockback 0		術 Defen e 265 arth		—	Appearance bitat (→P180)
[Probability Effect	105	Concentr tion 3 4 Weakness			

Goddess of Vengeance

Lv.	65	Attack Power 695, no reduction, Skill: Gains a steel body (armor) for up to 15 hits while chanting			
HP	102414	Magic Attack 1352	Fire	—	Trait 術 Defense +30%. Defense is particularly low
Weight	Heavy	Defense 340 Water		—	Drop 41560EXP 9208 Gold
のけぞり	60	Magic Defense 1288 Earth Reduction			Appearance Eight-Head Dragon Kanonushi (Boss) (→P150)
Probability Effect]	40	Concentration 1048 Wind Weakness			

Staff of the Immortal

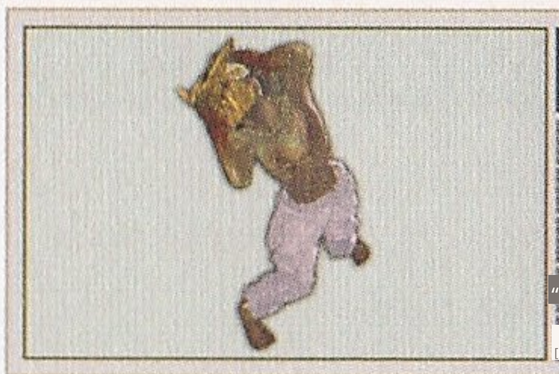
Lv.	59 Attack Power 300 None Weakness				Skills —
HP	19588	術 Attack 371 Reduction	水		Characteristic —
Weight® Normal		Defense 549	Water	—	Drop Silent Knife, Topaz Talisman, Mithril Talisman, etc., 1022 EXP, 597 Gold
Knockback 0		術 Defense 493	地	弱点	Appearance Eight-Headed Dragon Kanushi (→P150)
[Probability Effect	65	Concentration 429 Wind		—	

Bush Ape

Lv.	32	Attack Power 441	None	—	Skills —
HP	9732	術 Attack 324	Fire	—	Special technique: magic defense is very low
Weight	slightly heavy	Defense 532	Wind Earth Water	—	Drops: Snake Bite, Flore Blade, Amphiblade, 174 EXP, 133 Gold
Stagger	0 魔法防御 265 饭半減				Main 38 Aldina Prairie (→P130), Fourth Sector Control Area
【Probability Effect	105 Concentration 352			—	Appearance Beast Species Dense Habitat (→P177)

Vessel of Illicitness

Lv.	65 Attack Power 1031 None Weakness Skill All damage reduced by 45				
HP	68888 Magic Attack 640		Fire	—	Trait Concentration +30%
Weight is very heavy. Defense 1728. Element Water Weakness					Drop 33,056 EXP, 7,337 Gold
Recoil 64		術 Defense 1628		—	Appearance Eight-headed Dragon Kanushi appears (Boss) (→P150)
[Probability Effect]	15	Concentration 621 Wind Reduced			



Immortal Plaguebringer

Lv.	38 [Attack 596 No Weakness Also Oxen 10032		—		—
HP		Magic Attack	272 Fire	—	Characteristic: Low Defense
Weight	Normal Defense 256 Water Half-wave Mouth				フ Koujiwa Ba Yi, ヤ>ィブーツ、>IL, 160EXP, 1,090,000 CNY
"Nokezo"り	0 Magic Defense Pu 30 Ground		—		
[Probability Effect]	80 Focus 251 Wind		—	Appearance	7-year-old遺跡 (→P132), Fourth-type Administrative Area Undead密楼域 (→ P184)

ブラ Ku Ling below

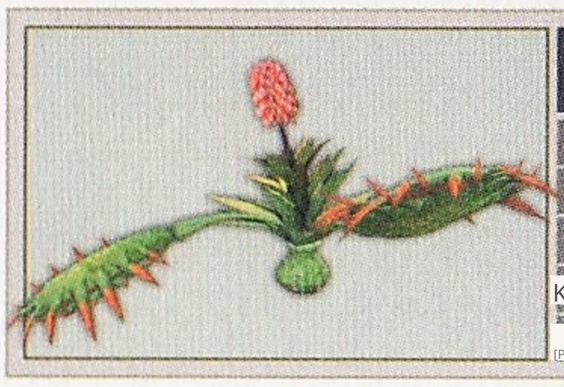
Lv.	88	Power 69	No half reduction	Skills	—
HP	34991	1032 Fire Weakness		Characteristic	—
Weight	Normal	Defense 763	Water —	トロップ	ウィー ミル ベンダ ダ ダ Return to the small eight times, the small zā, 3395 EXP, 8,190,000
のけぞり	0	Magic Defense 688	地 —		
[Probability Effect] 50		集中力 9 5 風	—		Stairway to Heaven Appears (Fourth Room) (→ P214)

Bloody Wolf

Lv.	4	【Attack Power 154	Windless earth —	Skills	—
HP	1415	Skill Attack 1224 Fire	—	New: Defense +30%	
Weight: Normal		【Defense】 152	—	トロップ	116EXP、32ガルド
Knees Buckle 30		【Magic Defense 84	—	Appear	メイン 〜 Availability. Industrial three-one encyclopedia memoir registration されない
[Probability Effect 60		Concentration 125	—		

フ A leap into the sky

Lv.	53	Attack Power 267	No half reduction Skill	Skills	—
HP	11010	Magic Attack 292	—	Characteristic	—
Weight	Light	Defense 248	Weakness	トロップ	可: Cultural outside one more -> left, 323EXP, 2,040,000 yuan
Knockback 0		【Magic Defense 282	Windless earth —		
【Carbon Effect] 75		Focus 385	—		Volcano Item (→P148)



Plant

Lv.	11	【Attack 76 None	Neutre, Water, Earth —	Skills	—
HP 2069		Magic Attack 1677	—	Characteristic	術 Defense is very low
Weight: Light		【Defense 244	—	トロップ	ウェストコ One time, hundred million children small, blade ス— under, 19EXP, 170,000 ルド
Knockback 0		【Magic Defense 111	Welcome Weakness	appears	Òル eleven台地 (→P103), Fourth type management area lacking seed density building district (→P180)
[Probability Effect]	130	Concentration 146 Wind	—		

フリージング

LV. 52 [ck [		r 454 Non	—	Skills	—
HP 123 3 539 Fir		術攻撃	—	Characteristic	—
Weight: Normal		[Defense 5822 Water Reduction		トロ d"	Original text contains garbled characters, translation preserved as close interpretation: "Yuan Yi Ti, Bi, eight, less 'small seven', 463EXP, 263 million son Swor ド イ ク ハ ト ベンタ な
Knockback 0		[Spell Defense 468	地 Weakness		
【Probability Effect】 75		Focus 484 Wind	—		Output by Ice Ground (→P146) ヴ Volcano (→P148)

Breedwolf

Class A Warning Demon

Lv.	29	[Attack Power 685	None Hemisphere, Water, Earth —		をマヒにしたとき Attack Power +30%
HP	41540 Magical Attack 491		—	特性	Attack Power +30%.
Weight	Heavy	Defense: 283 Water Weakness		ドロップ	Secret Art Return of the Demon Wind Crystal, ムLv.17~29 One Equipment アイテ ベ ス
Knee-jerk 56		Spell Defense 3228	—		
【Chance Effect 60		Focus 489 Rent Reduction			Appearance: Eighty-First Sunset Plateau (→ P103)

Brigit Bandit

Lv.	20	【Attack Power 224	Windless earth —	Skills	—
HP 7763		【Spell Attack 370	—	特性	Defense +30%
Weight: Normal		Defense 388	—	ドロップ	Sluggish Magic Crystal, 107 EXP, 970,000 Yanbo
Stagger 32		【Spell Defense 338	—		
[Probability Effect]	45	Concentration 299	—	Appearance	Fire 2

Brutal

Lv.	76	Attack Power 1113		None	—	“Skills	—
HP	36981	術 Attack 793		90 Half	Damage	Characteristic: Low magic defense	
Weight	Slightly Heavy	Defense 608		Water Half	-Damage	Drops: One-Winged Ephemeral Sword, Mithril Dagger, Adamant Dagger, 3642 EXP 1105 Gold	
のけぞり	0	Magic Defense 492		Earth	—	Appearance	Stairway to Heaven (First Room, Second Room) (→P212)
[Probability Effect] 45		Concentration 932		Wind Weakness			

Fullmetal Bone

Class A Warning Demon

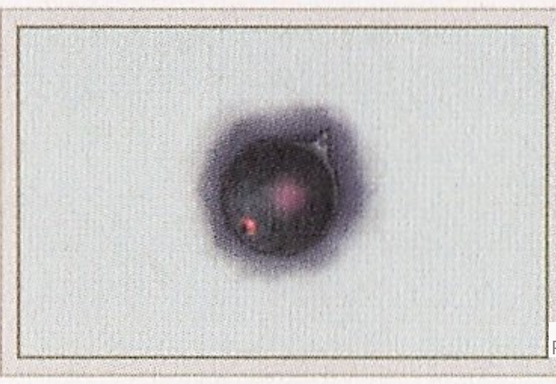
Lv.	49	Attack Power 783	No Reduction			Skill	Gradually restores 50% of the damage received
HP	43100	Attack 1037	Fire Weakness			Trait	Defense +30%
Weight	Heavy	Defense 790		Water	—	Trope	Reflective Magical Ice Crystal, base equipment items for item level 32–49
This Recoil	54	Armor Defense 817		Earth	—		
[Probability Effect]	30	Focus 600		Wind	—	Appearing	Calm Forest (2) (→P138)

Bladebeak

Lv.	40	Attack Power 384	None		—	Skills	—
HP	9431	Magical Attack 456		Fire	Weakness	Characteristic	—
Weight	Normal	Defense 321		Water	—	Drop: Confoorcon, Anfili Bon, Feldribon 160 EXP 107 Gald	
Knockback	0	術 Defense 305		Earth	Half-Reduction	Appearance	Puṇāha Lakeside Cliff Trail (→P135), Morgana Forest (→P136)
[Probability Effect]	70	Concentration 249		Wind	—		Fourth Type Administrative District Winged Species Dense Habitat (→P179)

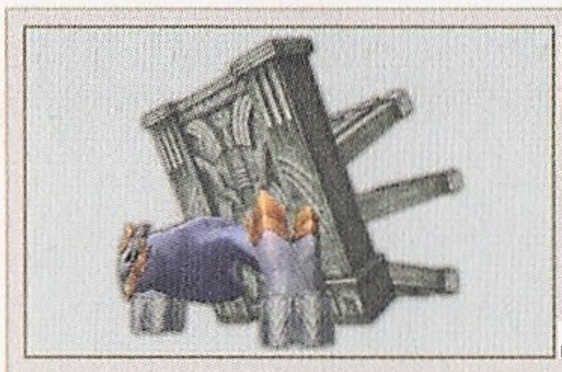
Flame Witch

Lv.	33	<original>攻撃力 515 無</original>			—	Skills	—
HP	855	Arcane Attack 222	Fire		—	Trait	Defense is particularly low. When Deplich is present, abilities are 1.2x
Weight	Normal	Defense 202	Water Weakness			Drop	Scarlet Veil, Floral Garment, Amgigment, 113 EXP, 77 Gold
Reeling Back	0	Magical Defense 310		Ground	—	Appearance	Titania, Fourth Type Administrative District Beastkin Dense Habitat (→P183)
[Probabilistic Effect]	115	Concentration 249	Wind Half Damage				



Bearhead

Lv.	100	Attack 850	None Weakness			Skill	—
HP	39957	術 Attack 735	Fire		—	Trait: Defense is particularly low	
Weight	Light	Defense 429		Water	Weakness	Drop	Nameless Amulet, Mithril Talisman, Adamant Talisman, 2288 EXP, 514 Gald
のけぞり	0	術 Defense 602		Earth	—	Appearance	Stairway to the heavens appears (Room of Six) (→P216)
Probabilistic Effect	50	Focus 385		Wind	Halved		



Heavy Guardian

Lv.	15	Attack Power 826	No Halving			Skill: Gains Super Armor for up to 20 hits during casting	
HP	16530	術 Attack 745		Fire Water Earth Wind	—	Trait: Defense +30%. Defense is low	
Very Heavy Weight		Defense 530		Water	Reduction	Drop Item: Lv.6-15 Base Equipment, 834 Gald	
Recoil	42	術 Defense 664			—		
[Probability Effect]	45	Concentration 356		Vulnerability	Weakness	Appearance	Fourth-Type Administrative District Super- Elite Dense Habitat (→P185)

Hecatonkheire

Lv.	65	Attack Power 499	No Halving			Skill	Stun duration for enemies 1.5x
HP	46702	Magic Attack 614	Fire	Greatly Reduced		Trait	Attack Power +30%. Magic Defense is low
Weight	Very Heavy	Defense 721	Water		—	Drop Item: Lv.44-65 Base Equipment, 18600 Gald	
Stagger	60	Magic Defense 577	Earth	Weakness			
[Chance Effect	45	Concentration 770	Wind		—	Appearance	Fourth-Type Administrative District Super- Elite Dense Habitat (→P185)

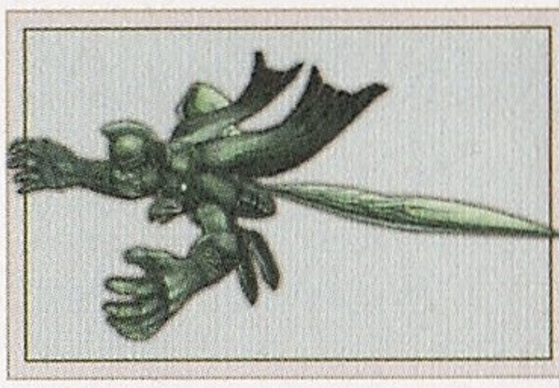
Venom Lizard

Lv.	29	Attack Power 487	None		—	Skills	When enemy becomes highly poisonous, Magic Defense increases by 30%
HP	42234	Magic Attack 496	Fire, Water, Wind		—	Trait	Defense +30%. Magic defense is low
Weight	extremely heavy	Defense 818			—	Drop	Racial Attribute: Magical Ice Crystal - Earth, 4641 EXP 1107 Gold
Reeling Back	42	Magic Defense 599		Earth vulnerability		Appear	Main 34
[Probability Effect]	95	Concentration 469	Half reduction				

Behemoth

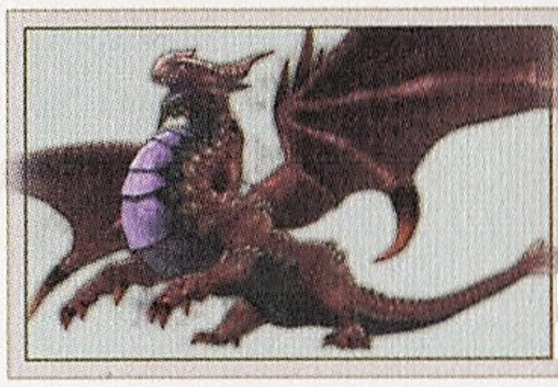
Class A Warning Demon

Lv. 46 Attack 608 HP 75820 Mag	None —	Skill	Reduces Stun Time by 35%
ical Attack 769 Weight Very Hea	Fire —	Trait	Defense +30%. Magical defense is low
vy Defense 742	Water Half-Reduction	Drops	Armament's Demon Steel Crystal - Five, Base equipment items with item level 30–46
Knockback 56 Magic Defense 600	Ground —	Appearance	Molagana Forest (→P136)
[Probability Effect] 60 Concentration 780	ght Weakness		



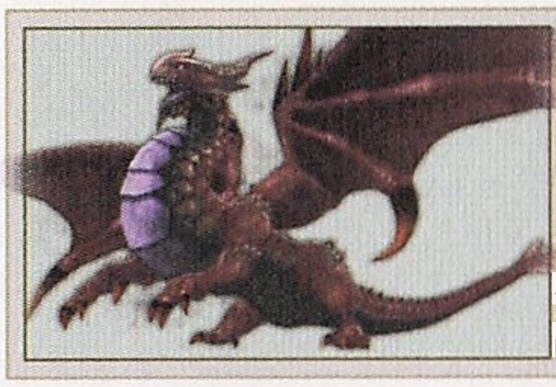
Hercules Beetle

Lv. 120 Attack 1741 None Weakness Skill			—
HP 35258 術Attack 912	re —	Characteristic	—
Weight Light Defense 1155 Water\ n Spra	—	Drop	Nameless Bracelet, Mithrillette, Adamant Bracelet, 3895 EXP, 658 Garuds
in 0 Spell Defense 10 4 Earth Severe Reduction\ n			
Break Effect 25 Concentration 767 Wind	—	Appearance	Staircase to the Sky (Seventh Room) (→P217)



Helkite (1)

Lv. 50 Attack Pow r 764	Non Weakness	Skill	While chanting, gain steel skin up to 15 hits
HP 79027 Magic Attac 978 Fire Half-Price		Trait	Defense +30%
Weig Very Heavy Defense 1008 Water Weakness		Drop	23555 EXP, 4320 Gald
"Recoil 52 Magic De ense 1201 Earth Half-Price		Appearance	Main 54
[Probability Effect] 40 Concentra on 71 Wind	—		



Helcatite (2)

Lv. 64 Attack Pow r 829	No Fire —	Skill	Casts up to 20 hits gaining Steel Body
HP 122445 Magic Attack 118 Fire Extrem Reduction		Trait	Defense +30%. Low Defense
Very avy Weight Defense 1122 Water Weakness		Drop	69265 EXP, 8645 Gald
"Knockback 60 Defense 1194 Earth Extrem Reduction		Appearance	SUB 30 "A Separated Future" (→P174)
[Probability Effect 20 Concentration 889 Wind	—		

Hell Harpy

Lv. 120 Attack Power 1449 None Weakness Skill			—
HP 63420 術Attack 1307 Fire	—	Characteristic: Low Defense	
Weight: Normal Defense 892 Water Severe Reduction		Drop	Unnamed Paper Leaf, Mithril Leaf, Adamant Leaf, 7992 EXP, 1434 Gold
This Knockback 0 Magic Defense 1218 Earth	—		
Probability Effect 35 Focus 1 87 Wind	—	Appearance	Staircase to the Sky (Seventh Room) (→P217)

Hell Lady

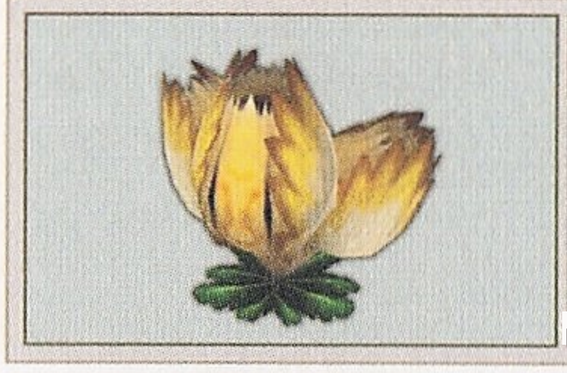
Lv. 47 Attack P wer 5 None Wea ness Skill			—
HP 108 5 Magi Attack 512 Fire	—	Characteristic	—
Weight ormal Defens 478 Water	—	Drop	Vapor Haze, Feld Boots, Quartz Boots, 575 EXP, 371 Gold
Stagger 0 Magic Defense 440 Earth Weakness			
[Probability Effect 85 Concentration 653 Wind	—	Appearance	Geographical Source (2) (→P142), Vein (3) (→P173)

Shifty Sharp Needle

Lv. 58 Attack Po er 39 None Half-Re uced Skill			—
HP 6128 術Attack 497 Fire	—	Trait	術 Low Defense
Weight: Light Defense 416 Water	—	Drop	Leviathan, Quartz Earrings, Topaz Earrings, Mithril Earrings, 646 EXP, 383 Gald
This recoil 0 Magic Defense 306 Earth	—		
【Probability Effect】 75 Focus 6 5 Wind eakness		Appearance	聖 Throne of the Master (→P112)

Boar

Lv. 23 Attack Po er 3 4 None Wea ness Skill	Windless Earth		—
HP 5744 術Attack 206	·	Characteristic	magic defense is low
Weight Slightly Heavy Defense 289	·	Drop	Spike Shoes, Calcite Boots, Fleur Boots 65 EXP, 55 Guilds
Knockback 0 術Defense 233			
Probability Effect 120 Focus 3 1	—	Appearance	Waa War Forest (→P120), Brunak Plateau (→P103), Fourth-Type Ad ministrative District Beast Nest Habitat (→P177)



Fruitful Monster

Lv.	44	Attack Power	310	No Fire	—
HP	9014	術 Attack	298	Water	—
Weight	Very Light	Defense	395	Earth	—
Knockback	0	Magic Defense	268	Wind	—
[Probability]	Effect 100	Concentration	249		

Skills —

Characteristic magic defense is low

Water Half-Damage Drops Jets Hover, Amphib boots, Feld Boots, Quartz Boots, 172 EXP, 120 Gald

Appearance: Bailedo Marsh (→P140)

Hawk

Lv.	29	Attack Power	252	No Fire	—
HP	7460	術 Attack	261	Water	—
Weight:	Normal	Defense	278	Earth	弱点
Knockback	0	術 Defense	202	Wind	—
Chance Effect:	90	Focus	38		

Skills —

Characteristic: Low magic defense

Drop: Black History, Flora Leaf, Amphili Leaf, 87 EXP, 60 Gald

Appearance: Manan Reef (→P125), Fourth Type Administrative District Winged-Species Dense Habitat (→P179)

Hornet

Lv.	36	Attack Power	318	None	—
HP	5857	術 Attack	309	Weaknesses: Wat	—
Weight:	Light	Defense	443	er, E	—
Knockback	0	術 Defense	316	arth	—
[Probability Effect]	90	Focus	408	Wind	—

Skills —

Trait: 術 Low Defense

Drop: Silent Blade, Flora Blade, Amphible Blade, Feld Blade, 93 EXP, 69 Gald

Appear: Ardina Grassland (→P130), Davar Forest (→P165), Fourth Type Administrative District Armored Dense Habitat (→P182)

Bostroll

Class A Warning Demon

Lv.	64	Attack Power	833	None	Weakness
HP	1,837	Magic Attack	779	Fire	Severe Reduction
Weight:	Very Heavy	Defense	725	Water	Weakness
Stagger:	60	Magic Defense	1,067	Earth	Severe Reduction
[Probability Effect]	45	Concentration	722	Wind	Reduced

Skill: Reduces damage over 1000 by 50%

Trait: Attack Power +30%. Low Defense

Drop: Layered Magic Flame Crystal, Base equipment Item Lv. 43~64

Appears: Haria. SUB 20 'Mothers' Wishes ④' (→P170)

Horace

Class A Warning Demon

Lv.	21	Attack Power	257	None	—
HP	23708	術 Attack	678	Wind Weakness	
Weight:	Heavy	Defense Power	189	Water Weakness	
Stagger:	46	Magic Defense	288	Roast: Greatly Reduced	
[Probability Effect]	50	Concentration	367		—

Skill: When HP is 32% or less, grants +30% Defense increase

Trait: Defense is particularly low. If a Harpy is present, abilities are 1.1x

Drop: Clairvoyance Magic Wind Crystal, Base equipment Item Lv. 11~21

Appearance: Brigit Valley (→P115)

Managalum

Class A Warning Demon

Lv.	41	Attack Power	95	Wind	—
HP	4951	Magical Attack	599	Fire	—
Weight:	Heavy	Defense	483	Water: Weakness; Drop: Beast-curse Flame Crystal, base equipment items for item level 26~41; E	
のけ	55	術 Defense:	499	Earth: Half	
【Probability Effect】	70	Concentration:	621	Earth Wind	—

Skill: Reduces stun time by 20%

Trait: 術 Defense +30%

Appears in Figar Snowfield (→P98)

Marmot

Lv.	14	Attack	137	None	—
HP	2272	術 Attack	140	Fire	—
Weight:	Light	Defense	118	Water	—
のけ Stagger:	0	Magical Defense	178	Earth	—
Probability Effect	120	Concentration	135	Wind	—

Skills —

Trait: Defense is particularly low

Drop: Command Pumps, Battle Boots, Amber Boots, 20 EXP 19 Garuds, Garis Lake Road (→P108), Fourth-type Administrative District Beast Species Habit at (→P177)

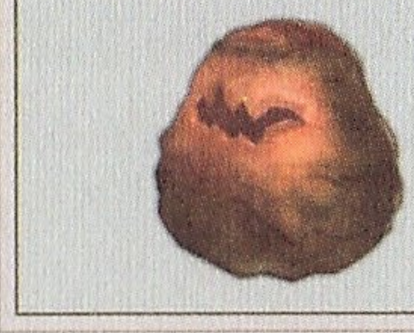
Magician Dead

Lv.	18	Attack Power	272	None	Weakness Skill
HP	4474	Magic Attack	235	Fire	—
Weight:	Normal	Defense	174	Water Earth	—
のけ Recoil	0	Magic Defense	276	Earth Weakness	
[Probability Effect]	165	Concentration	164	Wind	—

Trait: Attack Power +30%. Defense especially low

Drop: Waterside Talisman of Protection, Adamant Talisman, Calcite Talisman, 41 EXP, 39 Guild

Appearance: Ivork Ruins (→P114), Fourth Type Administrative District Undead Species Lair Realm (→P184)



Mad Slime

Lv.	23	Attack	149	No Fire / Water / Earth	—
HP	3464	術Attack	156		—
Weight	is very light	Defense	182		—
のけぞり	0	Armor Defense	133		—
【Probability Effect】	85	Focus	10	屋 Weakness	

Skills —

Low attribute defense

Drop Rune God, Calcite Doll, Fold Doll, 28EXP, 28Gardo

Appears: Nog Marsh (→P119), Fourth Type Administrative Zone Indeterminate Species Lurking Domain (→P176)

Unfinished Kami: Oscar

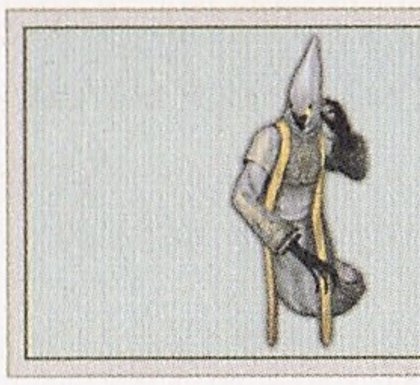
Lv.	45 A	Power	576	None	—
HP	5130	Attack	57	Fire	—
Weight	Heavy	Defense	590	Water	—
Knockback	52	Magical Defense	620	Earth Severe Reduction	
[Probability Effect]	30	Concentration	872	Wind	—

Skill: Damage to enemies in a Stun +50%

Trait: Defense +30%

Drop: Blacksmithing Mastery Wrought Steel Crystal, 15253EXP, 3274Gardo

Appearance: Main 50]



Mist

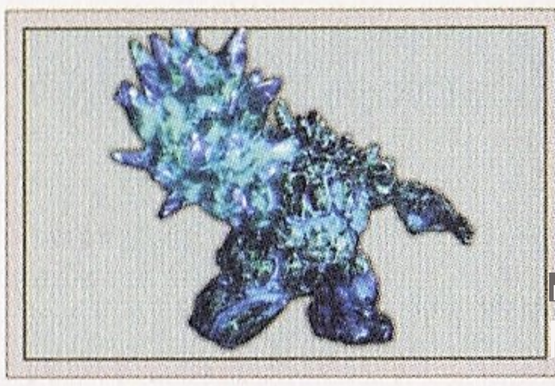
Lv.	100	Attack Power	9	None	Weak Point
HP	43960	術Attack	79	Fire Severe Reduction	
Weight	Normal	Defense Power	1006	Halved	
Knockback	0	Magic Defense	767	Earth Weak Point	
[Probability Effect]	50	Concentration	1204	Wind Weak Point	

Skills —

Characteristic: Low magic defense

Drop: Une nameless Earrings, Mithril Earrings, Adamant Earrings, 4174 EXP, 947 Garads

Appearance: Stairway to Heaven (Sixth Room) (→P216)



Mithril Gigant

Lv.	94	Attack Power	1229	None	—
HP	24251	術Attack	954	Fire	—
Weight	Very Heavy	Defense Power	2289	Water Halved	
Knockback	0	Armor Defense	1622	Ground	—
[Probability Effect]	60	Concentration	1701	House Weak Point	

Skills —

Trait: Low Defense

Drop: Untitled Ring, Armor Ring, Undead Ring, Dragon Ring, 6562 EXP, 1577 Gold

Stairway to the Heavens (Five Rooms) (→P215)

Mirra (1)

Lv.	72	Attack power	466	no damage reduction	—
HP	83220	Attack	924	Fire	—
Weight	Slightly Heavy	Defense	840	Water	—
Flinch	50	術Defense	840	Earth	—
[Probability Effect]	60	Focus	1124	Wind Weakness	

Skill: Stun time against enemies 1.5x.

Characteristic: 術Attack +30%.

Drops: Master Blacksmith's Malsteel Crystal, always Mira, 90,000 EXP, 9,966 Gardd.

Appearance: SUB 25 "In Search of the Mysterious Pengyong" (→P171)

Mira (2)

Lv.	126	Attack	85	no damage reduction	
HP	203318	Attack	708	Fire; Damage Reduction	
Weight	Slightly heavy	Defense	1,274	Water	—
Knockback	;	Defense	939	地	Weakness
[Probability Effect]	55	Concentration	829	Wind	—

Skill: 2% instant defeat while stunned enemy.

Trait: Defense +30%. Low magical defense. With Jude (2) present, abilities are 1.2x.

Drops: 302,400 EXP, 7,714 Gardd

Appearance: SUB 34 "The Messenger of the End Appears!" (→P175)

Million Dollar

Class A Warning Demon

Lv.	52	Attack Power	1026	None	—
HP	74573	術Attack	643	Fire	—
Weight	Heavy	Defense	924	Water Severe Reduction	
The recoil of	52	Magic Defense	706	Earth	—
[Probability Effect]	45	Concentration	972	Wind Weakness	

Skill Reduces Stun Time by 35%

Trait: 術Defense +30%. Magic defense is low

Drop Armament Demon Steel Crystal 6, base equipment items for item Lv.34~52

Appearance: Bailedo Marsh (→P140)

Centipede

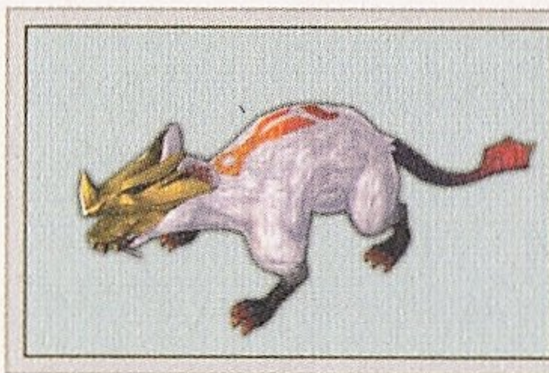
Lv.	8	Attack Power	100	No Fire	—
HP	1230	Magic Attack	128	Fire	—
Weight	Normal	Defense	178	Water Earth	—
Reeling Back	0	Magic Defense	74		—
【Probability Effect】	95	Concentration	122	Wind	—

Skills —

Characteristic: 術Defense is very low

Drop: Plain Pendant, Amber Pendant, 11 EXP, 12 Gald

Appearance: Hadlow Swamp Cave (→P100), Fourth Type Administrative District Crustacean Den se Habitat (P178)



Dream-Real Hard Mouse (1)

Lv.	11	Attack Power	144	None	—
HP	2278	Attack	163	Fire	Half-Resistance
Weight	Normal	Defense	170	Water	Weakness
Stagger	0	術 Defense	234	Earth	Weakness
Probability Effect	75	Concentration	198	Wind	—

Skills —

Trait: Low defense. If there is a First-Class Longsword Anti-Mage (1), stat 1.1x. Drop items: base equipment Lv.5–11, 23 EXP, 24 Gald

Appears Main 17

Dream-realistic Hard Mouse (2)

Lv.	18	Attack Power	183	Windless	—
HP	3450	術 Attack	218		—
Weight	Normal	Defense	297	Water	Weakness
Knockback	0	術 Defense	216	Earth	Weakness
Probability Effect	100	Concentration	246	Earth	—

Skills —

Characteristic: 術 Low Defense

Drop: Blazing Fire Sword, Amber Dagger, Calcite Dagger, 34 EXP, 29 Guild

Appearance: throne of the Holy Lord (→P112), Fourth Type Administrative District Crustacean Dense Habitat (→P178)

Exectioner Lost in the Maze

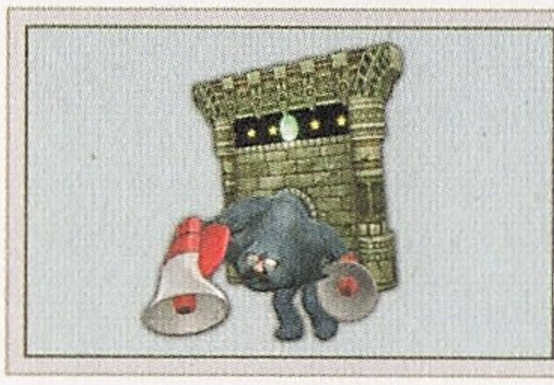
Lv.	59	Attack Power	500	None	—
HP	17982	術 Attack	437	Windless	—
Weight	Slightly heavy	Defense	795	Water	weakness
Knockback	0	Magic Defense	730	Earth	—
Probability Effect	75	Concentration	875	Wind	—

Skills —

Characteristics —

Drop: Survive A Life, Topaz Garment, Mithril Garment, etc., 1392 EXP, 815 Gald

Appearance: Eight-Headed Dragon Kanushi (→P150)



メガホンマン

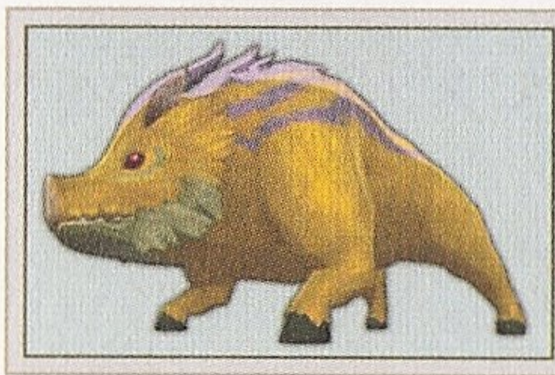
Lv.	120	Attack Power	1453	None	—
HP	57203	Magic Attack	1332	Fire	—
Weight	Very Heavy	Defense	1417	Water	Weakness
Knockback	0	術 Defense	1480	Ground	—
Probability Effect	35	Concentration	1631	Wind	Half-damage

Skills —

Characteristic —

Drop: Untapped Name Shikigami, Million Doll, Adamant Doll, 7449 EXP, 1376 Gald

Appearance: Stairs to Heaven (Seventh Chamber) (→P217)



Metaboa

Wandering Enemy

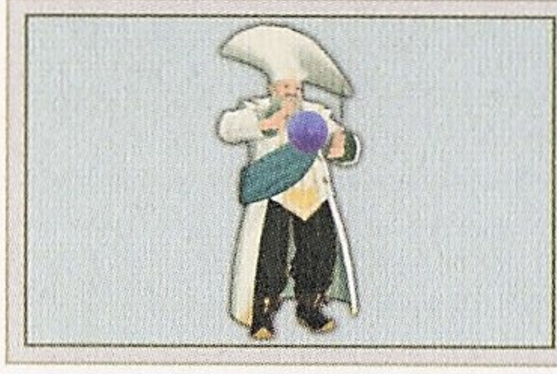
Lv.	5	Attack Power	14	None	—
HP	1548	Magical Attack	107	Fire	—
Weight	Very heavy	Defense	150	Water	—
This staggering	0	術 Defense	103	Earth	weakness
Probability Effect	150	Concentration	118	Wind	—

Skill: Damage to enemies in stunlock +100%

Characteristic: Low magic defense

Drop: Extreme魔鋼晶, Uriboar's marbled meat, 100000 Gald

Appearance: Calming Forest (1). Appears only when starting with "Ex New Game" after meeting the conditions (details on P207)



Merkyol

Lv.	49	Attack power	553	Windless	—
HP	63474	Magic attack	582		—
Weight	slightly heavy	Defense	500		—
Recoil	42	術 Defense	882		—
【Probability Effect】	65	Focus	846	House Weak Point	

Skills: while chanting, gains steel flesh for up to 5 hits

Trait: 術 Defense +30%. Defense is particularly low

Drop: 20143 EXP, 4133 Gald

Appearance: Main 53

Fanatic Apostle

Lv.	59	Attack power	539	No Fire, Water	—
HP	Magical Attack	440			—
Weight	Normal	Defense	371	Water	Half-Resistance
Knockback	0	術 Defense	623	Earth	—
[Probability Effect	60	Concentration	568	Spirit	Weakness

Skills —

Trait: Defense is particularly low

Drop: Reflection, Quartz Vest, Topaz Vest, Mithril Vest, 852 EXP, 420 Gold

Appearance: Eight-Headed Dragon Kanushi (→P150)

Mole

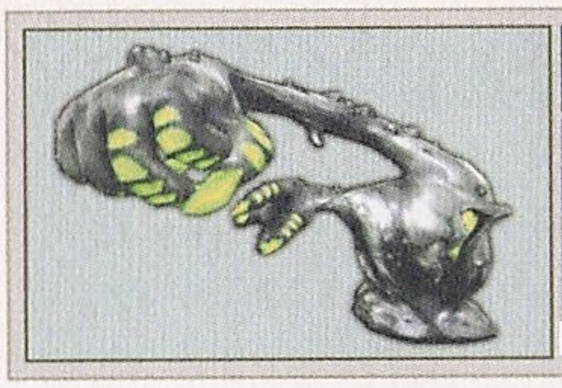
Lv.	11	Attack	75	Windless	—
HP	1887	Magical Attack	90		—
Weight	Normal	Defense	95		—
Knockback	0	術 Defense	149		—
[Probability Effect]	160	Concentration	94	Earth	—

Skills —

Trait: Defense is particularly low

Drop: Hard Shoes, Battle Boots, Amber Boots, 15 EXP, 16 Gald

Appearance: Brunak Plateau (→P103), Fourth-Type Administrative Area Indeterminate Species Dense Habitat (→P176)

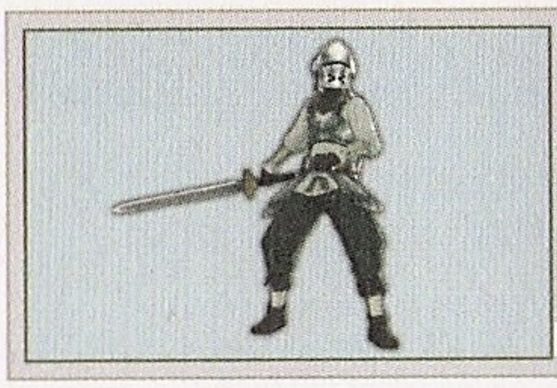


Mole Mole

Lv.	94	Attack Power 673	None —	Skills	—
HP	34228	Magical Attack 659	Fire —	Characteristic	—
Weight: Normal		Defense 699	Water Half Damage	Drop: Ungraded Shoes, Mithril Boots, Adamant Boots, 3041 EXP, 658 Gold	
Knockback 0		Magic Defense 765	Ground —	Stairway to the Heavens (Five Rooms) (→P215)	
Probability effect: 30		Concentration 1035	Wind Weakness		

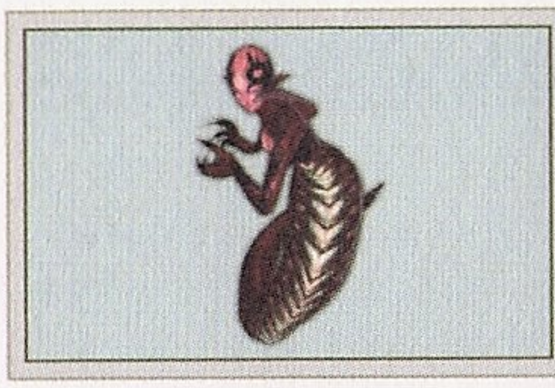
-black Wing of the Night

Lv.	38	Attack Power 185	No Half reduction	Skill	—
HP	6572	術 Attack 220	Wind —	Characteristic	術 Low Defense
Weight: Light		Defense 237	Earth —	Drop: Knife Paper, Anphileaf, Ferldleaf, 100 EXP, 75 Gold	
This recoil	0	Magic Defense 193	Wind —	Appearance	Fordis Ruins (→P132), Fourth Type Management District Winged Species Density Habitat (→P179)
Probability Effect	80	Concentration 311	Wind —		



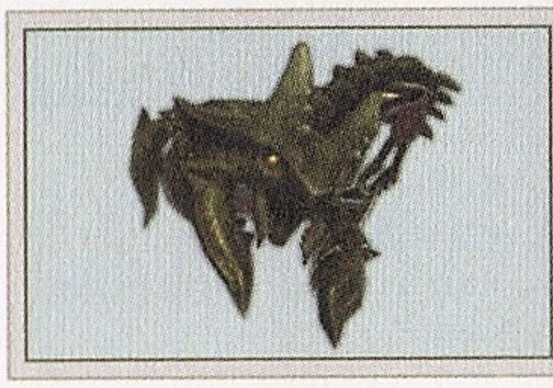
Mercenary

Lv.	15	Attack Power 173	Wind —	Skills	—
HP	2918	Magic Attack 173	Wind —	Trait: 術 Defense +30%	
Weight: Normal		Defense Power 152	Wind —	Drops: Flying Foot's Spirit Crystal, 28 EXP 23 Gald	
Knockback 26		術 Defense 152	Earth —	Appearance	Main 201
Probability Effect] 125		Concentration 171	Earth —		



Jormungand

Lv.	76	Attack Power 777	No Halved Skill	—	
HP	36808	Magical Attack 994	Fire —	Trait: 術 Low Defense	
Weight: Normal		Defense 1166	Water Weakness	Drop: Permanent Lifesaving Charm, Mithril Talisman, Adamant Talisman, 4860 EXP 1536 Gald	
Reeling Back	0	Magical Defense 930	Earth —	Appearance	Stairway to Heaven (First Floor, Second Floor) (→P212)
[Probability effect] 35		Focus (Concentration) 899	Wind —		



Armor Centipede

Lv.	18	Attack Power 166	Fire None	—	Skills —
HP	3024	Magical Attack 210	Water None	—	Characteristic 術 Magic Defense is very low
Weight: Normal		Defense 279		—	Drop: Cross Blocker, Amber Pendant, Calcite Pendant, 26 EXP, 24 Gald
Knockback 0		Magic Defense 122	Pure 【Semi-Damage		Appearance: Ibolk Ruins (→P114) Vester Tunnels (→P116) Fourth Category Management District Crustacean Dense Habitat (→P178)
【Probability Effect】 105		Concentration 202	Wind —		

Lava Atlas

Lv.	55	Attack Power 1069	None —	Skills	—
HP	11337	Magic Attack 437	Fire —	Characteristic	—
The weight is very heavy. Defense: 1210. Water: weakness				Drop: God Finger, Feldrett, Quartzlette, Topazlette, 1272 EXP, 790 Gald	
Knockback		Magical Defense 1395	Ground —	Appearance	Kirarau Volcano (→P148), Fourth Type Administrative District Armor-Type Habitat Area (→P182)
[Chance Effect] 120		Concentration 637	Half Reduction		

Larus Wri.bo.a

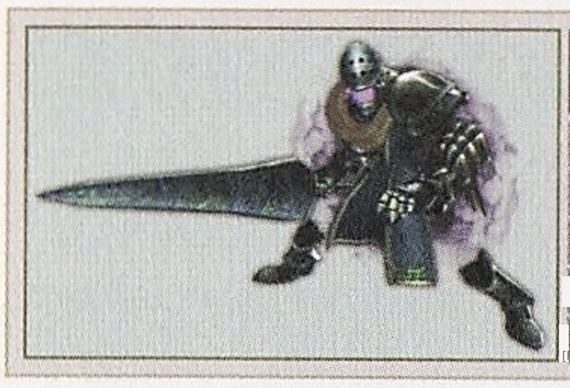
Lv.	55	Attack 931	Wind —	Skill: Damage to enemies in stunlock +100%	
HP	28644	Magic Attack 330	Fire Strong Reduction	Trait Defense +30%	
Weight Very Heavy		Defense 52	Wind —	Drop items: Base equipment for levels 36–55, 12374 Gald	
のけ8 50		術 Defense 551	Earth —	Appearance	Fourth-Type Administrative District Super- Elite Dense Habitat (→P185)
[Probability Effect] 50		Concentration 638	Earth —		

Lycan Coyote

Lv.	76	Attack Power 1032	None Weakness	Skill	—
HP	35502	Magic Attack 674	Fire —	Characteristic	—
Weight Normal		Defense 633	Water Weakness	Drop: Demon's Bash, Mithril Blade, Adamant Blade, 3405EXP 1034Gald	
Stagger 0		術 Defense 708	Earth —	Appear on the Stairway to Heaven (First Room, Second Room) (→P212)	
[Probability Effect]-30		Concentration 993	Wind —		

Lycanthrope

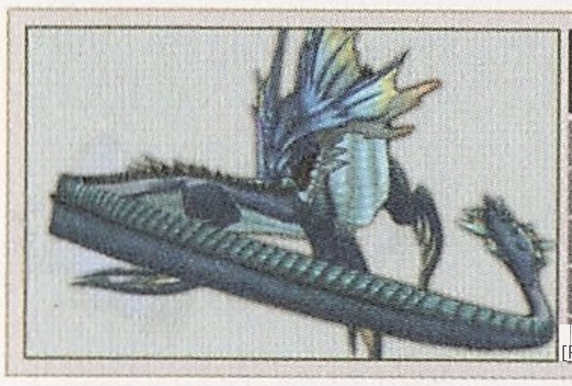
Lv.	23	Attack Power 400	No Reduction	Skills	—
HP	6335	Earth Slash Attack 227	Fire Weakness	Characteristic	Low Defense
Weight	Normal	Defense Power 165	—	Drops	Jet Black, Calcite Vest, Floral Vest, 63EXP, 54 Gald
Knockback	0	Magical Defense 203	—	Appearance	Wāgu Forest (→P120), Fourth Type Administrative District Beastmen 密密 inhabited area
Probable Effect 85		Concentration: 220	—		(→P183)



Lancelot

Class A Warning Demon

Lv.61	Attack Power 761	No Decrease		Skill	2% chance to instantly defeat an enemy in stun
HP 54942	Magic Attack 660		Fire Half Reduction	Special 術tack	+30%
Very heavy weight	Defense 1232	Water Weakness		Drop	Armored Demon Steel Crystal No. 7, base equipment items for item levels 41–61
「Fall backward] 60	術 Defense 1366	Earth, Large Reduction		Appearance	Vortigan (→P105). SUB 10 "Rokurou Slash Devil Sword ③" (→P162)
[Probability Effect]	40 Concentration 877	Wind	—		



Leviathan

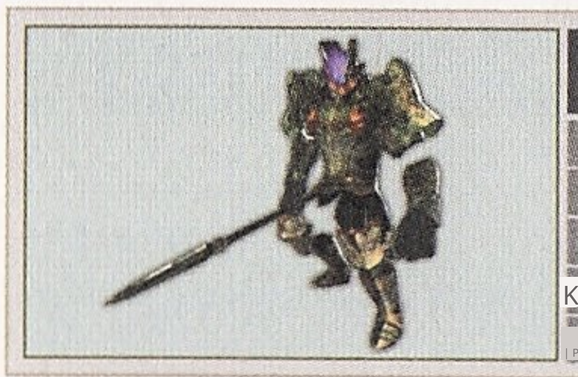
Lv.98	Attack Power 1071	None	—	Skill	Damage to enemies in a Stun +50%
HP 146042	Magic Attack 1713	Fire Half-Resist		Trait	Defense +30%. Magic defense is very low
Weight	Very Heavy, Defense 2000	Water Severe Reduction		Drop	Mimicry Magic Flame Crystal, 111300 EXP, 26717 Gald
のけぞ 68	Defense 1231	Earth Weakness		Appearance	Stairway to Heaven (Boss of the Fifth Chamber) (→P215)
[Probability Effect] 40	Concentration 1230,	Wind Weakness			

Lizard Paladin

Lv.	55	Attack Power 591	No Fire, Water, Earth	Skills	—
HP	13081	Magic Attack 459	—	Characteristic	—
Weight	Normal	Defense Power 683	Water Weakness,	Drops	Barrier Ring, Infini Ring, Apad Ring, Pinion Ring, etc., 622 EXP, 370 Gald
Knockback	0	術 Defense 637	—	Appearance	Kirarau Volcano (→P148), Fourth Type Administrative District Armor-Type Habitat Area (→P182)
[Chance Effect 85]		Concentration 627, Wind Damage Halved			

Lizardman

Lv.	11	Attack Power 212	None	Skills	—
HP	2107	術 Attack 165	—	Trait	Concentration +30%. Magic defense is very low
Weight	Normal	Defense 188	—	Drops	レット, Amber Lett, 21 EXP 、22 Guild
Stagger	0	Magic Defense 113	Weakness	Appearance	Main 16 Vortigan (→P104), Fourth Type Administrative District
[Probability Effect]	120	Concentration 169	—		Armored Housed Domain (→P182)



Living Armor

Lv.	15	Attack Power 3[illegible]	Non	Weakness Skill	—
HP	2405	Magic Attack 235	—	Feature	When a Durahan is present, abilities are doubled.
Weight	Heavy	Defense 376	—	Drop	Armstrong, Amberlet, Calcitet, 37EXP, 36Gald
Knockback	0	Magic defense: 400	弱点	Appearance	Capital underground passage (→P110), Fourth-type Administrative District Armored Hideout
[Probability Effect]	80	Concentration: 225	—		(→P182)

Ryū Majin

Class A Warning Demon

Lv.	67 Attack Power: 940	no element	half damage	35% reduction on stun time	
HP	78244 Magical attack: 783		Fire —	Trait	Defense +30%. Low defense
Very heavy weight	Defense: 1041	Water d[illegible]astic reduction		Drop	Weapon's Dark Steel Crystal, Eight base equipment items for item levels 46–67
stagger 50	Magical defense 1263	half	地	Appearance	Sacred Lord's Throne (→P112). SUB 10 『Rokurou Cutting Demon Sword④』 (→P162)
[Probability Effect] 60	Concentration: 1295	Wind Weakness			

Graceful Paradise Bird

Lv. 59	Attack Po[illegible]	534 no element	Weakness	Skill	—
HP: 145[illegible]	Magical attack: 482	Fire affinity	—	—	—
Weight: Normal	Defense 382	Water	—	Drop	Brillante, Quartz Ribbon, Topaz Ribbon, Mithril Ribbon, 948EXP, 458Gald
Reeling Back	0	術 Defense 366	地 半減	Appearance	Eight-Headed Dragon Kanushi (→P150)
[Probability Effect]	65	Focus 507	Wind —		

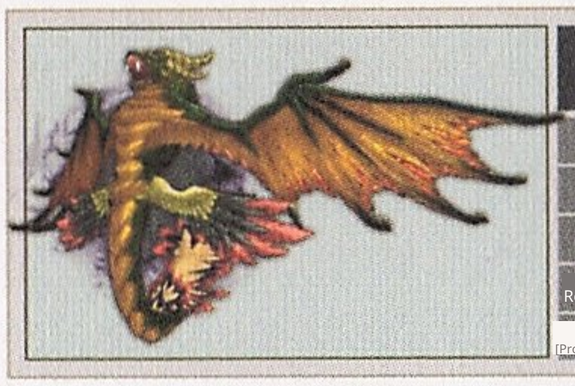
Lindblum

Wandering Enemy

Lv.	65	Attack	904	No we	knesses	Skill	Stun Time on Enemies 1.5x
HP	96864	術 Attac	615	Fire:	duction	Trait:	Attack Power +30%
	Weight Heavy	Defense	579	Water	Weakness	Drop	Wrathful Flame Crystal, golden lump, base equipment items with item levels 44–65, 94703 Guilds
Stagger	54	術 Defense	649	Earth Wind	—	Appearances	Dungeon and fields of the Northgand Realm (details on page P206)
[probability effect]	40	Focus	989	Ditche	- reduce		

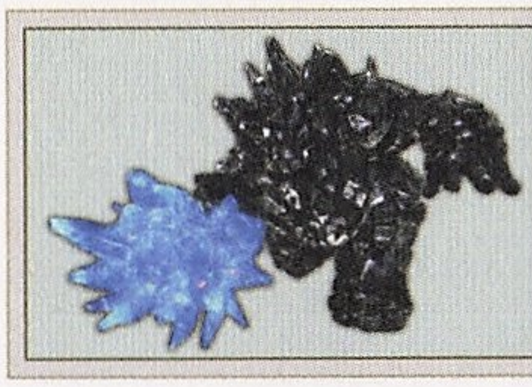
Rays

Lv.	11	Attack	1 1	None	Weakness	Skills	—
HP	1970	術 Attack	189	Fire W	eakness	Trait:	Defense is particularly low
Weight:	Normal	Defense	98	Wind	—	Drop:	Foreign charm, Amber Talisman, 19EXP, 18 Gald
Knockback	0	Magic Defense	198	Earth	—	Appearance	Vortigan (→P104), Fourth Type Administrative District Undead Lurking Domain (→P184)
Probability	Effect 140	Focus	110	Ditche	—		



Legendary Wyvern

Lv.	28	Attack Power	313	No Wound Reduction		Skills	When an enemy is burned, Magic Attack Power +30%
HP	16832	Attack	373	Awe Reduction		Characteristic	術Attack +30%. Magic Defense is low
Weight	Heavy	Defense	436	Water	—	Drop:	Berserker Poison Magic Ice Crystal, 1430EXP, 346 Gald
Reeling Back	40	術 Defense	358	Earth Wind	弱点	Appearance	Main 31
[Probability Effect]	65	Focus	4 2		—		



Rock Golem

Lv.					—	Skills	—
HP	330	21 Attack Power	3 8	No Fire	—	Characteristic:	Low magic defense
Weight:	Very Heavy	Defense	714	Water	—	Drop:	Mobius Roll, Calcite Crystal, 95EXP, 86 Gald
のけぞり	0	術 Defens	508	Earth	—	Appearance	Vester Mine (→P116), Main 44, Fourth Type Administrative District Armor-type Lurking Domain (→P182)
[Probability Effect]	175	Concentrat n	517	House Weakness			

Werewolf

Lv.	5	Attack Pow r	129	None	—	Skills	—
HP	1 26	Magic Atta k	132	Fire	Weakness	Trait:	De ense is particularly low
Weig t:	Normal	Defense	60	Water	—	Drop:	Durable belt drop, Amber belt, 15 EXP, 16 Gald
Flinch	0	Magic Defe e	107	Earth	—	Appearance	Titania (1) (→P96), Figal Snowfield (→P98), Main 11, Fourth Type Administrative District Beastmen Lurking Zone (→P183)
[Probability Effect]	80	Focus	94	Wind	—		

Wyvern

Lv.	36	Attack	468	None	—	Skill	—
HP	16082	術 Attack	586	99 W	akness	Traits	—
Weig t:	Heavy	Defense	5 23	Water	—	Drop:	Belzebub, Flore Earrings, Anphi Earrings, Feld Earrings, 391EXP, 265 Gald
Flinch	0	Magic Defense	448	Ground	—	Appears:	Aldina Grassland (↔P130)
[Probabilistic Effect]	115	Focus:	32 W	nd	—		

Wild Boar

Lv.	52	ack 594 Phy ical			—	Skills	—
HP	15365	術 Attack	436 Fire		—	Trait:	Magic Defense is very low
Weig t	Heavy	Defense	740 Water	Half-Reduced		Drop	Hyper Velocity, Feld Boots, Quartz Boots, Topaz Boots, 589EXP, 352 Gald
Knockback	0	Magic Defe se	332	Ground	—	Appearance	Gaibluk Ice Land (→P146)
[Probability Effect]	95	Concentration	470	Wind	—		

Item Data

This work collects data on the items appearing in the game. It is intended to be helpful when researching the properties of equipment and how to obtain materials. Weapons and visual items also include the item's graphics.

How to Read Item Data

Consumable/P266

名称 ①	Lv. ②	買値 ③	売値 ④	Use ⑤	効果 ⑥
Auff ハーミ	-	100	50	Move/Strike: Restores one ally's HP by 30% of the maximum	
Peach Gummies	25	500	125	Move/Combat: Restores one ally's HP by 50% of the maximum	

Weapons/P267~276

Name ① Shadow Blade/Dark Blade Gloomy
Lv. ② 5 Rarity 7 1
Sex & Attack Power 50/150
Materials ⑨ Bronze Chunk 熟練度 ⑩ 67
Macui ⑪ [Attack Power +5
Enhancement 12 力 1.07 times
買値 ③ 286 Selling Price 4 72
Obtained ⑬ Hydlow Swamp Cave

Unique~ boots/P276~285

名称 ①	Lv. ②	装備 ⑦	特殊能力 ⑧	素材 ⑨	熟練度 ⑩	Master ⑪	強化 ⑫	買値 ③	売値 ④	入手 ⑬
Sturdyベルト / "Veteran belt	51	Attack 術/150		Bronze Chunk	30	Magic Attack +5	術Attack x1.07	286	72	Velvet Initial Equipment Preparation, 【Enemy】 Werewolf
Amber Belt/ Siege Amber Belt	8	2	Magic Attack 49/129, Attack Power 12/31	Amber Fragment	74	Against "Beastmen" Performance +8%	Experience points +20% upon defeating "Beastmen"	330	83	Buy at Shop

素材／P285~289

名称 ①	説明 ⑮	買値 ③	売値 ④	Main methods ⑬
Amber Shard	Amber Blade and other equipment containing amber can be dismantled to obtain basic materials for equipment enhancement	—	10	[Harvest] Western Laban Caverns, Brunak Plateau, Vortigan, Zexon Port and others, [TL] 5000 coins
Fragment of Calcite	Calcite Dagger and other equipment containing calcite can be dismantled to obtain basic materials for equipment enhancement	—	40	[Harvest] Zexon Port, Darna Road, Rogres, Garris Lake Route and others, [TL] 7500 coins

Magic Crystal/P290~292

①	⑥	Acquisition Method ⑬
Basic Abilities Ice Crystal — Ice Crystal that absorbs HP	Random stats are now added to equipment that increase basic stats.	Enemy: Shyriain 7
	Random skills that restore HP are now added to equipment.	Enemy: Oscar (Main 10)

Treasure/P22~293

①	⑮	Acquisition method and timing ⑬
World Map	A world map centered on the Midgand Holy Guided Kingdom, containing essential travel information. A special item born from Siarys' Oath. It brings out the Velvet Break Soul ability.	Main 10 with Yacho
Sorcerer Ring		Obtainable at Main 10

“Visual (Hairstyles, Outfits) / P294~305

1	15	Acquisition 13
1 Velvet Standard Hairstyle	The beautiful black hair that my younger brother praised. At first glance it looks casually tousled, but in fact it is carefully combed a	
2 Velvet Hat Hairstyle	nd gathered. Obtain in Main 8. Sometimes the bangs can be annoying. To not turn around and just look forward... obtain in Main 8	

① Velvet Standard
Hairstyle

1 Velvet Standard Costume

• Visual (Attachment)/P306~308

1	16	15	入手 13 Raw
1 Hat	1.5 Simple items are the foundation and essence of fashion. Wear them with your own ingenuity! 【TL】 500 sheets		
② 2 Silk Hat	1.5 A gentlemanly hat that blends grandeur and elegance. Suitable not only for gentlemen but also for ladies.		Unlock 8 Catman Boxes

① Hat

1 Name

Item names. For equipment only, include the “initial name / name when fully upgraded” The name followed by (♪) for costumes indicates that the regular battle background music changes.

② Lv.

Item level. Contents of revived treasure chests, equipment dropped by enemies, and shop stock will be affected.

3 purchase price

The base price when buying in the shop. Discounts are applied according to the shop rank, and equipment prices also vary according to the random skills and other attributes they possess. A dash (-) indicates that the item cannot be purchased in the shop.

4 Selling Price

Trade-in price when selling items at the shop. For equipment, it varies depending on the random skills granted and the enhancement level.

Timings when consumable items can be used. “Movement” indicates moving around the map, “Battle” indicates usage during combat, and “Fishing” is used in the fishing mini-game.

⑥ Effect

Effects of items. Consumables represent the effects when used, and Magic Crystals indicate the effects currently possessed.

77 Rarity

Equipment Rarity

⑧8 Performance

Ability increase when equipped. The left side shows the unenhanced value, and the right side shows the value when enhanced up to the maximum +10

Materials

Materials that are必須 for enhancing equipment. These are also items that can always be obtained when disassembling

10 Proficiency

GRADE required to learn the Master Skills of equipment

11 Master

Master Skills of Equipment

12 Enhancement

Among the enhancement bonuses activated when equipment is upgraded, the one displayed in the second slot. The first-slot enhancement bonus is omitted here because it is fixed according to the equipment category as shown below. The bonuses below are for when the item is at “+1,” and the values increase according to the enhancement level. First-slot enhancement bonus

- Weapons: +10% damage to enemies in stun
- Unique: Power of Break Soul +10%
- Armor: Reduces staggering time by 5%
- Ring: Reduces stun duration by 9%
- Boots: HP recovery +50 when a step is successfully dodged

13 How to obtain / Main acquisition methods / Acquisition methods / Acquisition timing

How to obtain items. If obtainable through sub-episodes, the sub-episode number and title are listed. Note that even if unique equipment is described as “available in shops,” items that have not yet been obtained will not be in stock. Where the shops are located varies by shop rank, so refer to the shop data on page 309. The meaning of the items enclosed in 【】 is as follows

【Enemies】 May drop from enemies

【Treasure Chest】 Initially obtainable from treasure chests on the listed map

【Collection】 Obtainable from treasure points on the listed map

【TL】 Exchange for the number of TL coins listed

【Inter-Sea】 Obtain through exploration of the Inter-Sea area listed

14 Graphics

Graphics of weapons, rare boards, and visual items. The numbers for the rare board and visual items correspond to the numbers listed in the name column

15 Description

Item Description

16 Cost

Attachment Cost. Attachments with a total cost exceeding 3 cannot be equipped

Consumption

Gummy

Name	Lv.	Purchase Value	Selling Value	Use	Effect
Apple Gummy	5	100	25	Movement & Combat	Restore one ally's HP by 30% of its maximum
Peach Gummies	25	500	125	Movement & Combat	Restore one ally's HP by 50% of its maximum
Grape Gummies	45	2000	500	Movement · Combat	Restore one ally's HP by 70% of its maximum
Melongmi	60	100000	5000	Battle	In combat, increases the maximum HP of one ally by 30% while active, and when used, restores HP by 30% of the maximum HP

Bottle

Name	Lv.	Purchase Price	Sale Price	Use	Effect
Elixir	60	530000	999	Move Battle	Restores all HP and SG of one ally, recovers BG by 3. From a defeated state it restores to 100% HP and heals, and also cures status ailments
Panacea Bottle 16		200	50	Battle	Cures all status ailments of one ally and prevents status ailments for a certain duration
Life Bottle 10		300	30	Battle	Revives one ally from KO to 40% HP
All Divide 40		20000	1000	Battle	During the active battle, halves all damage received by the enemy; using it again returns to the previous state
Hourglass	50	—	2000	Battle	Freeze all enemy movements for about 5 seconds. However, it has no effect on enemies that are at least 20 levels higher.
Shark Bottle	45	—	10	Battle	The gold dropped by enemies in the battle you used will be doubled. It cannot be stacked.
Arcana Bottle	35	40000	400	Battle	Restore 2 BG for one ally.
Soul Bottle	30	—	200	Battle	Restore 3 SG for one ally. However, it will not exceed the maximum value.
Holy Bottle	15	200	50	Move	When used, no weaker enemies will appear while staying at an inn or while fleeing from a battle.
Dark Bottle	30	200	50	Move	When used, while staying at an inn or fleeing from battle, enemy reinforcements in combat become more likely to appear.
Denore bottle	10	500	50	Move	In the dungeon, you can use the R2 button to instantly move to an entrance you have visited.
Innoffee Bottle	10	500	50	Move	Outside the dungeon, you can use the R2 button to instantly move to the entrance of a town you have visited.

J Lure

Name	Lv.	Buy Price	Selling Value	Use	Effect
Hockroach	5	—	1	Fishing Mini-Game Bait Used in Fishing	
Cat Ears Herb	25	—	1	Fishing	Bait used in the mini-game fishing. It increases the chance of catching higher-ranked fish than Hohrcrow (Hocroach).
Emperor Ant	50	—	1	Fishing	Bait used in the mini-game fishing. It has a higher chance of catching higher-ranked fish than Cat Ears Herb.

2 Herbal Medicine

Name	Lv.	Purchase Value	Selling Price	Use	Effect
Seiji	10	—	100	Move	Fully restore one ally's HP and increase max HP by 10
Lavender	10	—	100	Move	Fully restore one ally's HP and increase attack by 2
Verbena	10	—	100	Move	Fully restore one ally's HP and increase defense by 2
Rosemary	10	—	100	Move	Fully restore one ally's HP and increase magical attack by 2
Saffron	10	—	100	Move	Fully restore one ally's HP and increase magical defense by 2
Chamomile	10	—	100	Move	Fully restore one ally's HP and increase focus by 2
Red Sage	40	—	200	Move	Fully restore one ally's HP and increase max HP by 15
Red Lavender 40		—	200	Move: Fully restore one ally's HP and increase attack by 3	
Red Verbena 40		—	200	Move: Fully restore one ally's HP and increase defense by 3	
Red Rosemary 40		—	200	Move	Restore all HP of one ally and increase magical attack by 3
Red Saffron 40		—	200	Move	Restore all HP of one ally and increase magical defense by 3
Red Chamomile 40		—	200	Move	Restore all HP of one ally and increase focus by 3

Puncture 刃

Equippable Characters Velvet

Name Blood Blade / Blood-stained Blade
Lv.5 Rarity 1
Stats Attack Power 50/150
Materials Bronze Chunk Proficiency 33
Master: Recover 30 HP when defeating an enemy
During an enhanced stun attack on an enemy, HP recovery +20
Purchase value 260, selling price 65
Selling price 65 65
Acquire Velvet's starting equipment, 【Enemy】 Orc

Name Amber Blade / Amber Blade - White Rose
Lv. 8 Rarity 2
Performance: Attack Power 49/129, Defense 12/31
Material: Amber Fragment, Proficiency 65
Master: +5 Attack Power
Enhancement: Attack Power 1.07x
Purchase Value 300 Selling Price 75
Available for purchase at the shop

Name Beast Fang / Beast-Slaying Spirit Blade
Lv. 13 Rarity 3
Performance: Attack Power 75/169, Defense 4/9
Material: Bronze Lump Proficiency 174
Master: +10% against "Beast"
Enhancement: Beast - Experience gained from defeating boosts by +30%
Purchase value 420, Top-up
420 Top-up
Top-up 105
Acquire 【Enemy】 Long-tailed Monkey

Name Calcite Blade / Facet-cut Blade • Hydrangea
Lv. 15 Rarity 4
Performance: Attack Power 69/148, Focus 18/38
Material: Calcite Fragment, Heat Proficiency 85
"Master vs. Armor" Property +8%
Enhancement "Armor" Experience on defeats +20%
Purchase Value 480 Selling Price 120
Obtained [Treasure Chest] Zecton Port

Cluster Rippaer / Thin-wing Ephemera L
v. 2 0 R arity Pe 5
rformance: Attack 94/184, Spell Attack 10/19
Mat erials: Bronze Lump Proficiency 199
Master vs. Shell Armor +10% Enhanceme
nt "Shell Armor" Experience on defeat +30% Purchase Pr
ice 67
0 Sale Price 168
Obtain [Treasure Chest] Seat of the Sacred Lord

Name Fluorblade / Fluorite Blade • Camelia
Lv.22 Rarity 22 Rarity 6
Performance Attack Power 87/164, Magic Defense 25/47
Materials Fluorite Fragment Proficiency 103
Master When HP is 8% or less, Attack Power +30% added
Enhancement Attack Power Increase, Adds a Stun Hit at the first stage of magic technique
Purchase Price 770 Sale Price 193
770 Sale Price 193
Sale Price 193 193
Obtained by shop purchase

Name Oni Knife / Secret Sword Oni Weeping
Lv. 27 Rarity 7
Performance Attack Power 98/173, Focus 32/56
Materials Black Silver Lump Proficiency 224
Master vs. "Formless" Performance +10%
"Enhancement 'Definite Form' Kill Experience +30%
Purchase Price 1080
Recharge 270
Acquired from {Enemy} Troll

名称 Amphiblade / Horn-Shimmer Blade • Gray Lily
Lv.29 Rarity 29 8
Performance Attack Power 137/237
Material Horn-Shard Fragment Proficiency 108
Master Non-Attribute Attack Power +4%
Enhancement First Tier Technique adds Non-Attribute Hit Pur
chase P
rice 1230 Sell Pri 308
ce Available at Purchase Shop

名称 Snake Bite / Entangled Bite Swamp Queen
Lv.34 34 Rarity 9
Performance Attack Power 94/154, Magic Defense 62/101
Material Black Silver Lump Proficiency 261
"Master versus 'Barefoot' 技能 +10%
"Enhancement 'Barefoot' Kill Experience +30%
Purchase Price 1680 Sell Price 420
Acquire {Enemy} Bush Ape

Name: Feldblade / True Long Blade - Baby Poppy L
v. 3 6 R arity: 10
Per
formance: Attack Power 124/200, Magic Attack 39/62
Material: Fragment of Calcite Proficiency 115
Master: Fire Attribute Attack Power +4%
Enhancement: Adds Fire Attribute Hit to First Stage Techniques
Purchase Value 1910 Selling Price 478
Available for purchase at the shop

Name: Black Feather / Sealed Wing乱刃
Lv.41 Rarity 11 41 Rarity 11 Rarity 11 11 Perfor
mance: Attack Power 72/111, Fo
cus 109/169 Mater
ial
: Lump of Dark Silver Proficiency 286 "Master" vs
"Winged" Performance +10% Enhancement: Wh
en defeating "Winged," Experien
ce +30% Purchase Value 2640 Sell Value 6
60 2640 Sell Value 660
Acquire 【Enemy】 Orc Cliff

Name: Quartz Blade / Quartz Blade - Buck
eye Lv.43 Rarity 12 Performance: Attack Po
wer 141/216, Focus 47/72 Material: Quartz F
ragment Proficiency 129 Master: Wind Attrib
ute Attack Power +4%
Enhancement: Adds Wind Attribute Hit to First Stage Techniques
Purcha
se Value 3 755
020 Sell
Value Obtained 【Chest】 Morgan's Forest

Name: Mad Piercing / Battle Fear Blade Conjuma
Lv.48 Rarity 13
48 Rarity 13
Rarity 13
Stats: Attack Power 124/183, Magic Attack 83/123
Materials: Golden Lump, Proficiency 337
Master vs Beastmen: Effect +10%
Enhancement: Beastmen, Experience gained from defeats +30%
Purchase value 4200, Sale value 1050
Acquire [Enemy] Cyclopes

Name: Topaz Blade / Citrine Blade · Night-blooming jasmine
Lv.50 Rarity 14
50 Rarity
Rarity
Stats: Attack Power 158/231, Defense 56/82
Materials: Citrine Fragment, Proficiency 135
Master: Earth-attribute Attack Power +4%
Enhancement: Adds Earth-attribute hit to initial technique
Purchase value 4770, Sale value
Sale value 1193
Available for purchase at the shop

Name: Phonim's Raid / Four-Blade of Nothingness
Lv.55 Rarity
Rarity 15
Attributes: Attack Power 151/216, Focus 81/115
Materials: Gold Lump, Proficiency 363
Master: Against "Armor" +10% performance
Enhancement: "Armor" +30% experience on defeat
Purchase value 6630
Sell value 1658
Obtain [Enemy] Giant of the cursed island

Name: Mithril Blade / Shimmering Blade Princess Shoukan
Lv. 57 Rarity 16
Performance: Attack Power 174/246, Magic Defense 65/92
Materials: Shimmering Silver Fragment, Heat Training 142
Master: Water attribute attack power +4%
Enhancement: Adds Water attribute hit to initial techniques
Purchase value 7550 Sell value 1888
Obtain [Treasure Chest] Canopus, the Eight-Headed Dragon

Name: Purification/Hundred Milestones
Lv. 62 Rarity 17
Performance: Attack Power 77/106, Magic Attack 180/250
Material: Golden Lump, Proficiency 389
Master against "Undead": +10% performance
Enhancement against "Undead": +30% Experience upon defeat
Purchase Price 9,320; Selling Price 2,330
9,320 Selling Price
Selling Price
Acquired from [Treasure Chest] Eight-Headed Dragon Kanonushi

Name: Adamant Blade/Ultra-hard Blade Claw Lotus
Lv. 70 Rarity 18
Performance: Attack Power 207/279, Defense 80/107
Material: Fragment of Ultra-Hard Stone Proficiency 260
Master Attack Power +8
Enhancement Attack Power x1.1
Purchase Value 10230
Selling Value 2558
Available at Shop

Name: Demon's Bash/Beast-Evil Counter Claw
Lv.78 78 Rarity 19
19
Performance: Attack Power 174/229, Magic Attack 142/186
Material: Chunk of Platinum Proficiency 454
Master vs. "Demon" Performance +10%
Enhance "Demon" Defeat Experience +30%
Purchase Value — Selling Price 2785
Acquire 【Enemy】 Lycan Coyote

Name: Dragon Slayer/Null Technique, Dragon Demon Slaughter Blade
Lv. 90 Rarity 20
Performance: Attack Power 251/320, Defense 108/138
Material: Chunk of Platinum Proficiency 480
Master vs. "Dragon" Performance +10%
Enhance "Dragon" Defeat Experience +30%
Purchase Value — Sell Value 3125
Acquire 【Chest】 Stairway to Heaven

Name: Muramasa Blade/Elusive Void Slashing Blade
Lv.120 Rarity 21
Performance: Attack Power [illegible]
Material: Void Chunk Proficiency 859
Master Attack +15
Enhance Attack Power 1.15x
Purchase Value — Selling Price 3978
Acquired from 【Enemy】 Dragoon

x dagger

Equippable Characters Rokurou

Name: 日陰刀/暗刀グルーミィ
Lv. 5 Rarity 1
Performance: Attack power 50/150
Material: Bronze Ingot Proficiency 67
Master Attack Power +5
Enhancement: Attack power ×1.07
Purchase Value 286 Selling Price 72
Obtainable from [Treasure Chest] Hadlow Marsh

Name: Amber Dagger/Bone刀・Pure
Lv. 8 Rarity 2
Performance: Attack power 49/129, Magic Attack 12/31
Material: Amber Fragment Heat Level 77
Master Stun Effect 1.08x
Enhancement: When stunning the enemy, Attack Power increases by +30%
Purchase value 330 Sell value 83
Available for purchase at the shop

Name: Exotic Dagger / Oriental Dagger
Lv. 13 Rarity 3
Performance: Attack Power 40/90, Focus 40/90
Bronze [illegible]p of Mater [illegible]oficiency 5
Master: HP recovery +30 upon defeating enemies
HP recovery +20 when attacking enemies during enhanced stun
Purchase value 462 Sale value 116
Acquire Crocrlo's starting equipment, [Enemy] Wolf

Name: Calcite Dagger / Swift Blade · Celestial Clear
Lv. 15 Rarity 4
Performance: Attack Power 69/148, Defense 18/38
Material: Fragment of Calcite Proficiency 83
Master: Fire attribute attack power +4%
Enhancement: Adds Fire Attribute Hit to First Stage Techniques
Purchase Value 528 Selling Value 132
Available for purchase at the shop

Name: Scorching Sword / Blaze Blade Breaker

Lv. 20 Rarity 5

Performance: Attack Power 79/154, Magic Attack 26/50

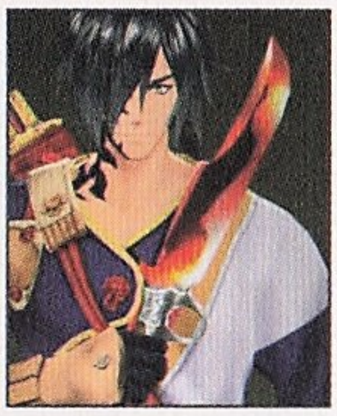
Materials: Bronze Chunk Proficiency 306

Master: Burn Damage 1.15x

Enhancement: When an enemy is burned, Magic Attack Power +30%

Purchase Value 737 Selling Value 184

Obtained From [Enemy] Dream-Controlling Hard Mouse (2)



Name: Flordagger / Thin Sword · Frost Dew

Lv. 22 Rarity 6

Performance: Attack Power 112/212

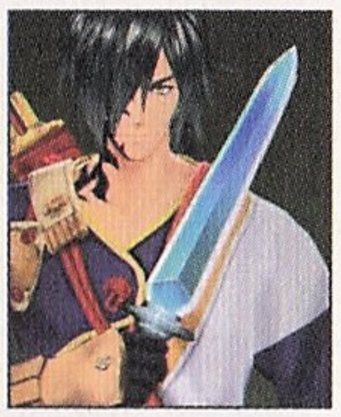
Material: Fluorite Shard Proficiency 86

"Master vs Beastmen" Performance +8%

Enhancement: "Beastmen" When Defeated Experience Points +20%

Value 847 Selling Value 212

Available for purchase at the shop



Name: Sharp Light Sword/Flash Needle White Edge

Lv. 27 Rarity 7

Performance: Attack Power 84/148, Focus 46/81

Materials: Sliver of Black Silver Mastery 290

Master: HP recovery +80 when defeating enemies

Enhancement: HP recovery +80 when attacking enemies while enhanced and stunned

Purchase Value 1188 Selling Value 297

Acquire: 【Enemy】 Force Hound

Name: Amphidagger/Evening Blade – Heat of Summer

Lv.29 Rarity 29 8

Performance: Attack Power 137/237

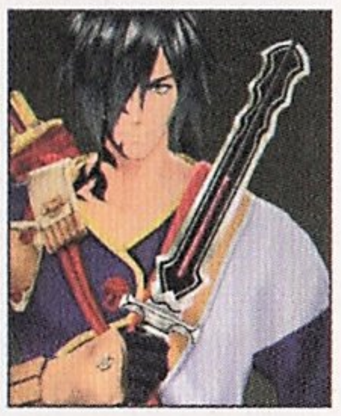
Material: [illegible] Mastery 102

Master: Wind attribute attack power +4%

Enhancement: Added Wind attribute hit to initial-tier spell technique

Purchase Value 1353 Selling Price 338

Available for purchase at the shop



Name: Overweight Knife / Heavy Knife Graviton

Lv. 34 Rarity 9

Performance: Attack Power 94/154, Defense Power 62/101

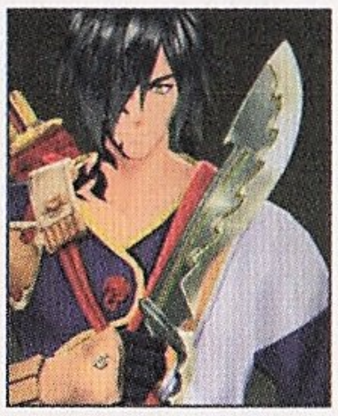
Material: Black Silver Lump Proficiency 402

Master: Earth Attribute Attack Power +9%

Enhancement: Adds Earth attribute hit to the first-tier technique

Purchase Value 1848 Selling Value 462

Obtained from 【Treasure Chest】 Titania (2)



名称 Felde Dagger / Hot Blade · Midsummer

Lv. 36 Rarity 10

Performance: Attack Power 163/263

Material: Fragment of Orthoclase Proficiency 109

Master: Fatigue Performance 1.08x

Enhancement: When tiring enemies, Focus Increase +30%

Purchase Value 2101 Selling Price 525

Available for purchase at the shop

Name: Silent Knife / Quiet Knife Zerovide

Lv.41 Rarity 11

Skill damage 72/111, Focus 109/169

Material: Black-Silver Lump, Proficiency 235

Master: Attack Power +8

Enhancement: Attack Power 1.1x

Purchase Value 2904 Selling Value 726

Acquired 【Enemy】 Hornet

Name: Quartz Dagger / Slash Blade Domination

Lv.43 Rarity 12

Performance: Attack Power 188/288

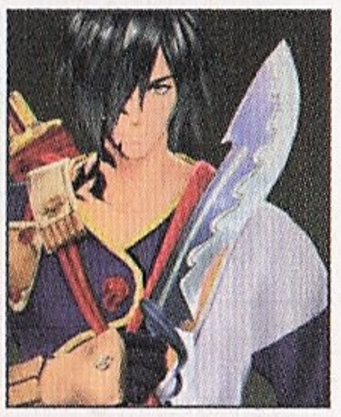
Material: Fragment of Quartz, Proficiency 122

Master: Slowdown Performance 1.08x

Enhancement: When staggering enemies, Defense increases +30%

Purchase Value 3322 Selling Value 831

Available for purchase at the shop



Name: Spirit Dagger / Spirit Blade Majesty

Lv. 48 Rarity 13

Performance: Attack 207/307

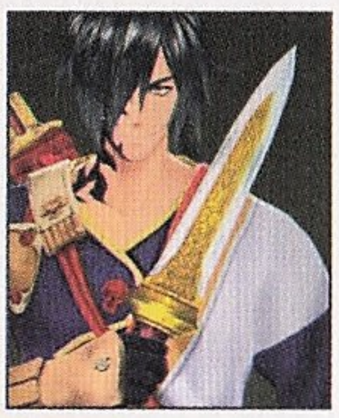
Materials: Gold Fragment Proficiency 518

Master: Master Skill Acquisition Speed +19%

Enhancement: 1.5x drop rate of defeated enemies' equipment

Purchase Value 4620 Selling Price 1155

Acquire: 【Enemy】 Ancient Sacred Tree



Name: Topaz Dagger / Crafted Blade - Shell Rain

Lv.50 Rarity 14

Performance: Attack 158/231, Magic Defense 56/82

Material: Yellow Jade Fragment Proficiency 128

Master: Water Attribute Attack Power +4%

Enhancement: Adds Water属性 damage to early-stage technique

Purchase value 5247, selling price 1312

Available for purchase at the shop

Name: Blade of Splitting Lightning / Divine Light Blade Divider

Lv.55 Rarity 15

Performance: Attack Power 139/198, Focus 93/133

Material: Golden Lump Proficiency 536

Master: Wind-element Attack Power +9%

Enhancement: Added Wind attribute hit to initial-tier spell technique

Purchase Value 7293 Selling Value 1823

Obtain [Enemy] Winter Wolf

Name: Twin Small Sword Kurogane / True Sword - Black Steel

Lv.56 Rarity 15

Performance: Attack Power 118/168, Arcane Attack 118/168 Material: Golden Lump Proficiency 179 Master: Fire-element Attack Power +4% Strengthened Break Soul HP recovery amount 1.3x Purchase value 1944, Selling price —

Acquire: Main: Obtain at 28

Name: Mithril Dagger / Silver Sword - Pure Brightness

Lv. 57 Rarity 16

Rarity 16

Performance: Physical Attack 174/246, Magic Attack 65/92

Material: Shining Silver Fragment Proficiency 134

Master: Fierce Poison Ability 1.08x

Enhancement: When the enemy is poisoned, Magic Defense +30%

Purchase Value 8305 Selling Value 2076

Available for purchase at the shop

Name: Evil Shadow Blade / Shadow Blade Nothing Gray

Lv.62 Rarity 62 17

Performance: Focus 257/357

Material: Gold Ingot Proficiency 574

Master: Unattribute Attack Power +9%

Enhancement: Adds an unattribute hit to the first-tier magic技

Purchase Value 10252 Selling Price 2563

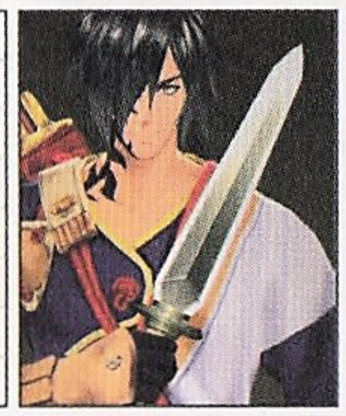
Acquired 【Treasure Chest】 Eight-Headed Dragon Kanonushi

名称 Adamat Dagger / War Sword - Keichitsu
Lv. 70 Rarity 18
性能 Attack Power 207/279, Defense 80/107
素材 Fragments of Ultra-Hard Stone Proficiency 331
Master HP ≤ 10% → Attack Power Increase +30%
Enhancement Attack Power Increasing, adds a Malediction hit at the 初段 stage of Techniques
Price 11253, Buy Value 2813
Sell Value
Available for purchase at the shop

名称 One-Winged Ephemeral Blade / Wingblade Granshelia
Lv. 78 Rarity 19
性能 Attack Power 316/416
Materials Platinum Lump Proficiency 536
Master Attack Power +15
Enhancement Attack Power 1.15x
Purchase Value — Selling Price 3064
Acquired [Enemy] Brutal

Name Moon Dagger/Coast Blade - Shigure
Lv. 90 Rarity 20
Stats Attack Power 359/459
Materials Platinum Lump Proficiency 708
Master Fatigue Performance 1.15x
Enhancement When the enemy is fatigued, Concentration increases by 30%
Purchase Value — Sell value 3438
Acquired [Treasure Chest] Stairway to Heaven

Name Muramasa Short Sword/ Funeral Speed Sword
Lv. 120 Rarity 21
Stats Attack Power 468/568
Materials Void Lump Proficiency 999
When in Master Break Soul, 10% chance to not lose
Enhanced Break Soul HP recovery amount 1.5x
Purchase Value — Selling Price 4375
Acquired [Enemy] Scarlet Needle



[17 Paper Leaves

Equippable Characters Rifiset

Name Grace Sheet / Oil Paper of Delight
Lv.5 Rarity 5 Rarity 1 Rarity
Performance: Attack Power 25/75, Focus 25/75
Materials Bronze Ingot Proficiency 166
Master Fire Elemental Attack Power +7%
Enhancement: Fire Attribute Saintly Art casting time reduced by 15%
Purchase Value 281 Selling Price 70
Obtained [Enemy] Bat

Name Amber Leaf / Amber Parchment
Lv.8 Rarity 2
Performance: Attack Power 49/129, Magic Attack 12/31
Material: Amber Fragment Proficiency 77
Master Non-Elemental Attack Power +4%
Enhancement: Non-attribute Saintly Art casting time reduced by 10%
Purchase Value 324 Selling Price 81
Acquire [Treasure Box] Western Laban Cave

Name: Plain Paper Leaf/Ancient Paper Leaf
Lv.13 Rarity 3
Performance Attack Power 59/133, Magic Attack 20/45
[Material Bronze Block Proficiency 10
Master Attack Power +5
Enhancement: Attack power ×1.07
Purchase Value 454 Selling Value 114
Starting equipment of the Raifiset from acquisition [Treasure Chest] Fortigan

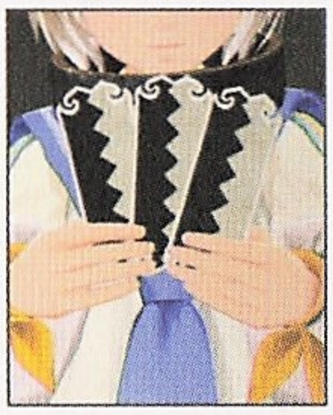
Name: Calcite Leaf/Orthoclase Paper
Lv. 15 Rarity 4
Performance Attack Power 70/150, Magic Attack 17/36
Material: Fragment of Orthoclase Proficiency 83
Master Wind Attribute Attack Power +4%
Enhancement: Casting time of Wind Attribute Holy Slavery Technique reduced by 10% 5
18 Mark
Purchase Value et value 130
Available for purchase at the shop

Name: Bamboo Wagon / Friend of the Bamboo Steed
Lv. 20 Rarity 5
Performance: Attack 63/123, Defense 42/82;
Material: Bronze Lump; Proficiency 204
Master Earth Attribute Attack Power +7%
Enhancement: Casting time of Earth Attribute Holy Slavery Technique reduced by 15%
Purchase Value 724 Selling Value 181
Acquire 【Enemy】 Harpy

Name: Floral Leaf / Fluorite Phosphor Pa per 6
; Lv. 22;
Rarity; Performance: Attack 88/166, Focus 24
/45; Material: Fluorite Fragment; Proficiency 90
Master: Fire Attribute Attack Power +4%
Enhancement: Casting time of Fire Attribute Holy Slavery Technique reduced by 10%
Purchase Value 832 Selling Price 208
Acquire 【Treasure Chest】 East Laban Cavern

Name Silk Touch / Smooth Paper
Lv. 27 Rarity 7
Performance: Magic Attack 65/115, Magic Defense 65/115
Material: Black Silver Lump Proficiency 230
Master Water Attribute Attack Power +7%
Enhancement: Casting time of Water Attribute Sacred Subservience spell reduced by 15%
Purchase Value 1166 Selling Value 292
Acquire 【Treasure Chest】 Izult

Name Amphirite / Horn-Flint Spell Paper
Lv.29 Rarity 8
Performance: Attack 107/185, Defense 30/51
Material: Horn-Flint Shard Proficiency 102
Master Earth Attribute Attack Power +4%
Enhancement: Earth-element Holy Slave Art casting time reduced by 10%
Purchase Value 1328 Selling Value 332
Available for purchase at the shop



Name Black History / Journal of Future Dreams
Lv.34 Rarity 34 Rarity 9 Rarity
Performance: Attack Power 31/50, Concentration 125/205
Materials: Black Silver Lump Proficiency 268
Master: Un-attribute Attack Power +7%
Enhancement: Casting time of Un-attribute Sacred Servant spell decreases by 15%
Purchase Value 1814 Selling Value 454
Acquire 【Enemy】 Hawk

Name Feldrife / Official Length Incantation Paper
Lv. 36 Rarity 10
Performance
Attack Power 126/203, Magic Attack 37/59
Materia ragment of Orthocla Proficiency 109
Master: Water attribute attack power +4%
Enhancement: Casting time of Water Attribute Sacred Servant spell decreases by 10%
Purchase Value 2063 Selling Price 516
Available for purchase at the shop

Name: Knife Paper / Sharpened Paper Blade

Lv. 41 Rarity 11

"Performance: Attack Power 181/281

Materials Black Silver Lump Proficiency 294

Master Wind Attribute Attack Power +7%

Enhancement: Casting time of Wind-based Holy Slave Art reduced by 15%. Buy value 2851 Sell value 713

Acquired from [Enemy] Night Black Wing

Name Quartz Leaf / Quartz Guide Paper

Lv. 43 Rarity 12

Performance Attack power 143/219, Defense 45/68

Materials Quartz Shard Proficiency 131

When Master HP is 8% or below, add +30% Attack Power. Enhancement: Attack Power increase ongoing, additional stun hit at the initial 技 (tech) stage

Buy valu e 3262 Sell value 816

Available for purchase at the shop

Name Back of Flyia / Delirious Recollections Large Paper

LV. 48 Rarity 13

Performance Defense 83/123, Magic Defense 124/183

Material Golden Lump Proficiency 498

Master Confusion Effect 1.15x

Enhancement: When stunning enemies, attack power increases by 30%

Purchase Value 45361134 Selling Value

Acquired [Treasure Box] Baildo Marsh

Name Topaz Leaf / Yellow Jade Beautiful Paper

Lv. 50 Rarity 14

Performance Attack Power 160/234, Focus 54/79

Material Yellow Jade Fragment Proficiency 133

Master Master Skill acquisition speed +10% / Enhanced defeated enemy equipment drop rate 1.2x

Purchase Value 5152 Selling Price 1288

Available for purchase at the shop

Name Direct Appeal / Mandated Petition

Lv.55 Rarity 15

Performance: Attack Power 81/115, Magic Attack 151/215

Material: Golden Lump, Proficiency 536

Master Fatigue Performance 1.15x

Enhancement: When tiring the enemy, Concentration increases by 30%

Purchase Value 7160 Selling Price 1790

Obtain [Enemy] Blood Heat

Name Mithril Leaf / Silver Hard Paper

Lv.57 Rarity 57 Rarity 16

Performance: Attack Power 177/251, Magic Defense 62/87

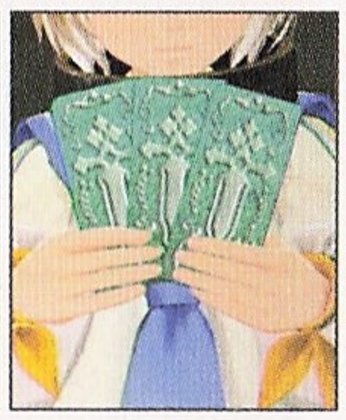
Material: Shining Silver Fragment, Proficiency 215

Master Attack Power +8

Enhancement Attack power 1.1x

Purchase value 8154 Selling Price 2039

Available for purchase at the shop



Name Flames Paper Leaf / Sealed Flaming Spirit Paper

Lv.62 Rarity 17

Performance Magic Attack 167/231, Concentration 90/125

Material: Fragment of Gold 574 Proficiency

Master Fire Damage 1.15x

Enhancement: When you burn an enemy, Magic Attack Power increases by 30%

Purchase Value 10066 Selling Value 2517

Obtainable from [Treasure Chest] Zamarran Bell Caves

Name Adamant Leaf / Ultra-Hard Stone Magic Paper

Lv.70 Rarity 18

Performance Attack 210/283, Defense 77/103

Material Ultra-Hard Stone Fragment Proficiency 478

Master Master Skill Acquisition Speed +19%

Enhancement: 1.5x drop rate of defeated enemies' equipment

Purchase Value 11048 Selling Value 2762

Available for purchase at the shop

Name Ragnarok / Scrolls of Twilight

Lv. 78 Rarity 19

Stats: Attack 284/373, Magic Attack 32/42

Materials: Lump of Platinum, Proficiency 670

Master Earth Elemental Attack Power +9%

Enhanced Earth Attribute Holy Servant Spellcasting Time Reduced by 20%

Purchase Value — Selling Price 3008

Obtain [Treasure Chest] Stairway to Heaven

Name Lost Word / Words of Truth

Lv. 90 Rarity 20

Performance Magic Attack 215/274, Magic Defense 144/184

Material: Platinum Chunk

Proficiency: 708

Master Water Attribute Attack Power +9%

Enhanced Water Attribute Holy Servant Spellcasting Time Reduced by 20%

purchase value 3375 — sale value 3375

Obtain [Enemy] Golden Axe

Name Unnamed Paper Leaf / Galaxy Fragment

Lv. 120 Rarity 21

Stats Attack Power 468/568

Material Void Mass Proficiency 811

Master Attack Power +15

Enhancement Attack Power 1.15x

Purchase Value — Selling Value 4296

[Acquired 【Enemy】 Hell Harpy

Arm Equipment

Equippable Characters Issen

Name Iron Fist / Iron Ring Duck River

Lv. 5 Rarity 1

Performance Attack Power 45/135, Defense 5/15

Bronze Lump of Material Proficiency 140

Master: HP recovery +50 upon defeating enemies

Enhancement: In combat, idle/movement HP recovery +90

Purchase Value 273 Selling Price 68

Obtainable [Enemy] Stag Beetle

Name Amber Ring / Amber Ring Atom

Lv.8 Rarity 2

Performance Attack Power 37/97, Focus 24/63

Material Amber Fragments Mastery 77

Master: Wind attribute attack power +4%

Enhancement: Wind-element Saintly Slave Art incantation time reduced by 10%

Purchase Value 315 Selling Price 79

Available for purchase at the shop

Name: Lisette/Dragon Curse Bracelet
Lv. 13 Rarity 3
Performance: Attack Power 79/179
Materials Bronze Chunk Proficiency 10
Master: HP recovered by +30 upon defeating enemies
Enhancement Battle standby/movement HP recovery +40
Buy value 441 Sell value 110
Acquisition Eisens's initial equipment, 【Enemy】 Lizardman

Name: Calcite Rod/Monocycle Minimal
Lv. 15 Rarity 4
Performance Attack Power 70/150, Magic Attack 17/36
Materials Fragment of Calcit Proficiency 80
Master Against the "Undead" Performance +8%
Enhancement Experience +20% upon defeating the "Undead"
Buy value 504 Sell value 126
Available for purchase at the shop

Name Armstrong / Grand Ring Gargantos
Lv.20 Rarity 5
Performance Attack power 104/203, Magic defense 1/1
Material Bronze Ingot Proficiency 164
Master Attack Power +8
Enhancement: Attack Power 1.1x
Purchase Value 704 Selling Value 176
Acquire 【Enemy】 Living Armor

Name Florelet / Fluorite Ring Fria
Lv. 22 Rarity 6
Performance Attack power 88/166, Focus 24/45
Material Calcite Fragment Proficiency 90
Master Slowdown +1.08x
Enhancement When you slow down an enemy, Defense increases by +30%
Buy value 808 Sell value 202
Available for purchase at the shop

Name: Mobius Roll / Spiral Ring Cross
Lv.27 Rarity 7
Performance Attack Power 91/161, Magic Defense 39/69
Materials Black Silver Lump Proficiency 221
Master vs Dragon: Performance +10%
Enhancement Dragon: Experience gained upon defeat +30%
Purchase Value 1134 Selling Price 284
Acquire Enemy: Rock Golem

Name: Amphilet / Horn Spark Wheel Bandeim Lv. 29 Rarity 8
Performance: Attack Power 107/185, Defense 30/51 Material: Fragment of Horn Spar Stone, Proficiency 82 Master: Attack Power +5
Enhancement: Attack power ×1.07
Purchase Value 1292 Selling Price 323
Available for purchase at the shop

Name: Bullet Arms / Bullet Ring Shotgun
Lv.34 Rarity 9
Performance Attack Power 31/50, Focus 125/205
Materials Black Silver Lump Proficiency 268
Master: Slowed Movement 1.12x
Enhancement: When stunning enemies, Defense Increase +30% Buying Price 1764 Selling Price 441 1764 Selling Price
Acquired [Enemy] Misinterpretation of a Monk

Name: Felddread / Sealed Ring Feather
Lv. 36 Rarity 10
Performance: Attack Power 126/203, Magic Defense 37/59
Material: Fragment of Orthoclase Proficiency 118
Master: When HP is at or below 8%, Attack Power Increase +30%附加
Enhancement: Attack Power Increase, Added Hit by Stun on the first stage of magic technique
Purchase Value 2006 Selling Value 502
Acquire [Treasure Chest] Aldina Grassland

Name: Bastar Blood / Crimson Ring McIntyre
Lv.41 Rarity 11
Attributes: Attack Power 90/140, Magic Attack 90/140
Material: Black Silver Lump, Proficiency 282
"Master" vs "Armor": Performance +10%
Enhancement "Armor": Experience Points on Defeat +30%
Purchase Value 2772 Selling Price 693
Acquire 【Enemy】 Woolvhejin

Name: Quartzlet / Quartz Ring Lighta Lv. 4
Rarity 12 Attributes: Attack Power 143/219, Magic Attack 45/68
Material: Quartz Fragment, Proficiency 126
Master Master Skill Acquisition Speed +10%
Enhancement: 1.2x drop rate for defeated enemies' equipment
Buy value 3171; selling price 793
Selling price 793
Available for purchase at the shop

Name: Infinityer / Circling Trilion
Lv. 48 Rarity 13
Performance Attack Power 93 / 137, Focus 114 / 169
Materials Gold Fragment Proficiency 359
When Master Break Soul is active, 8% chance not to lose; Strengthening Break Soul HP recovery amount multiplied by 1.3
Purchase Value 4410 Top up 1103
Acquire 【Enemy】虹霞の番人

Name: Topazlette / Yellow Jade Ring Welter
Lv. 50 Rarity 14
Performance: Attack Power 160 / 234; Defense 54 / 79
Material: Yellow Jade Fragment; Proficiency 235
"Master versus 'Barefoot' 技能 +10%
Enhancement "Mushin" Experience gained on defeat +30%
Purchase Value 5008 Selling Value 1252
Available for purchase at the shop

Name: God Fist / Divine Ring Ultimate
Lv.55 Rarity 15
Performance: Attack Power 46/65, Magic Attack 186/266
Material: Golden Mass, Proficiency 450
Master: HP recovery +80 when defeating enemies
Enhancement: During combat, HP recovery +120 while waiting or moving
Purchase value: 69,621,741 Selling Price
Acquire 【Enemy】 Lava Atlas

Name: Mithrillet / Radiant Ring Middle Dollar
Lv.57 Rarity 16
Performance: Attack Power 177/25[illegible] Magic Defense 62/87
Material: Radiant Silver Fragment, Proficiency 290
Master: When HP is at 10% or below, add +30% to Attack Power
Enhancement: While Attack Power is increasing, additional Stun Hit on the initial stage of Techniques
Purchase Value 7928 Selling Value 1982
Available for purchase at the shop

Name Dragon Bite / Terror Environment Dragon Killer
Lv. 62 Rarity 17
Performance Attack Power 180/250, Focus 77/106
Material: Chunk of Gold Mastery 620
Master HP falls to 15% or below, Focus increases by +30% added Enhancement: Focus increase ongoing, fatigue adds hit on initial stage of magic技
Acquire 【Enemy】 Messenger of Rescue

Name Adamantlet / Ultra-hard Ring Heavy Tat
Lv.70 Rarity 18
70 Rarity 18
Performance Attack Power 210/283, Defense 77/103
Material: Fragment of Ultra-hard Stone Heat Skill 294
294
"Master vs "Demon" Performance +10%
Enhancement "Demon" experience points gained +30%
Purchase Value 10742 Selling Price 2686
Available for purchase at the shop

Name Titan Knuckle / Strong Ring Gigantes
Lv.78 Rarity
78 19
性能 Attack Power 316/416
Materials Platinum Lump Proficiency 536
Master Attack Power +15
Enhancement Attack Power 1.15x
Purchase Value — Selling Value 2924
Acquire Enemy: Fireball

Name: List of the Free / Extreme Ring Unchain
Lv.90 Rarity 20
Rarity 20
Performance: Attack Power 215/274, Concentration 144/184
Materials Platinum Lump Proficiency 708
Master Slow Effect 1.15x
Enhancement: When the opponent is slowed, Defense Increase +30%
Value —
Sell Price 3281
Acquired [Treasure Chest] Stairway to Heaven

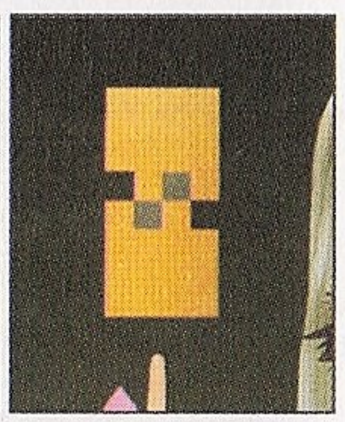
Name: Nameless Bracelet / Void Ring
Lv.120 Rarity 21
Stats Attack Power 468/568
Materials Void Lump · Proficiency 999
Master Master Skill Acquisition Speed +19%
Drops from defeated enemies' equipment increased by 1.5x
Purchase Value — Selling Price 4177
Acquired from [Enemy] Hercules beetle

Shikigami

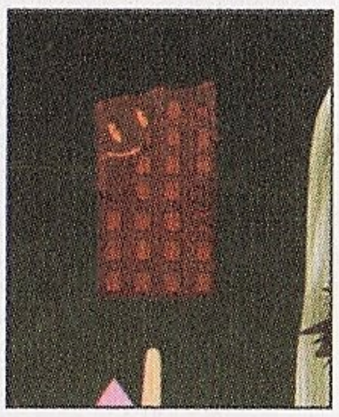
Equippable Characters Magilou

Name: Rusty Shikigami / Ancient Shikigami
Lv. 5 Rarity 1
Performance 術Attack 50/150
Materials Bronze Chunk Heat Training Level 153
"Master vs. Armored" Performance +10%
"Enhancement: Crust" defeat experience +30%
Purchase Value 283 Selling Price 71
Acquire Treasure Chest: Ivork Ruins

Name Amberdoll / Pure Amber Shikigami Lv.8 Rarity P 2
erform
ance: Attack Power 55/145, Defense 6/15
Material: Amber Fragment Proficiency: 74
"Master" vs. "Undead" Performance +8%
Enhancement "Undying One" Experience Points +20% on Break
Purchase Value 327 Selling Price 82
Available for purchase at the shop



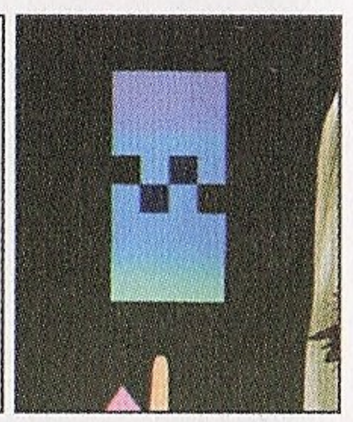
Name: Chocolate God (Milk Chocolate) / Board Chocolate God
Lv. 13 Rarity 3
Performance: Magic Attack 40/90, Focus 40/90
Materials Bronze Chunk Proficiency 165
Master vs "Shapeless" Performance +10%
Enhancement "Formless" Experience points from defeat +30%
Purchase Value 458 Selling Price 115
Acquirement: [Treasure Chest] Brigit Valley



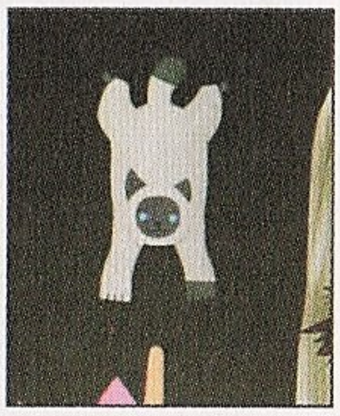
Name: Carnetite Doll / Pure Calcite Shikigami
Lv. 15 Rarity: 4
Performance: Attack Power 7/15
Materials: Calcite Fragment Proficiency: 70
Master: Recover 30 HP when defeating an enemy
Enhancement: HP recovery +40 during standby/movement in combat
Cost 523 Sell price 131
Available for purchase at the shop

Name: Shikigami Doll / Solemn Shikigami
Lv.20 Rarity 5
Performance: Attack 94/184, Magic Attack 10/19
Materials: Bronze Chunk, Heat Level 10
Master Attack Power +5
Enhancement: Attack power ×1.07
Purchase Value 730 Top up 183
Obtaining Makiru's starting equipment, [Enemy] Gobunhead

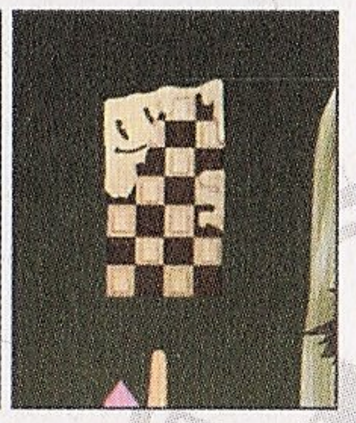
Name: Field Doll / Pure Fluorite Shikigami
Lv. 22 Rarity 6
Performance: Attack 90/170, Focus 22/41
Materials: Fluorite Fragment, Proficiency 90
Master: Burn Damage Multiplier 1.08x
Enhancement: When burning an enemy, Magic Attack Increased by +30%
Cost 839 Sell price 210
Available for purchase at the shop



名称 ルル神／でっぷりネコネコ神
Lv. 27 Rarity 7
Performance: Attack Power 65/115, Defense Power 65/115
Material: Dark Silver Lump, Proficiency 193
Master: HP recovery +50 upon defeating enemies
Enhancement: In combat, idle/movement HP recovery +90
Purchase Value 1177 Selling Value 294
Acquire 【Enemy】 Mud Slime



Name: Amphildor / Pure Kunzite Shikigami Level 29 Rarity: 8
Performance: Attack Power 108/186, Magic Defense 29/50 Material: Kunzite Fragment Proficiency: 102
Master: Water attribute attack power +4%
Enhancement: Casting time of Water Attribute Sacred Servant spell decreases by 10%
Purchase Value 1341 Selling Value 335
Available for purchase at the shop



Name: Gradé God / Rainbow Shower God
Lv. 34 Rarity 9
Performance: Attack Power 101/163, Magic Attack 55/90
Material: Dark Silver Chunk; Proficiency 268
Master: Fire Attribute Attack Power +7%
Enhancement: Fire Attribute Sacred Slavery Technique Chant Time reduced by 15%
Buy Value 1831 Sell Value 458
Acquired [Treasure Chest] Temple Paramides

名称 フェルドドール／純正長石の式神
Lv. 36 Rarity 10
Performance: Attack Power 127/204, Focus 36/58 Material
: Fragment of Ven長石 (Garcha?) Fragment Proficiency: 118
Master HP falls to 8% or below, Attack ower increases by an additional 30%
Enhancement: Attack power increasing, on the initial tier of techniques there is a stun added hit
Buy Value 2082 Sell Value 521
Available for purchase at the shop

Name: Ox Horoscope God / Super Baidu Shrine God
Lv.41 Rarity 4111 Rarity
Performance: Attack Power 72/111, Magic Attack 109/169
Material: Lump of Black Silver, Proficiency 305
Master: Master Skill acquisition speed +14%
Enhancement: Drop rate of defeated enemies' equipment is 1.35x
Purchase Value 2878 Selling Price 720
Obtained [Enemy] Roaming Spectral Spirit

Name: Quartz Doll / Shikigami of Pure Quartz
Lv. Rarity 12
Performance: Attack Power 145/222, Magic Defense 43/65
Material: Fragment of Quartz, Proficiency 194
Master Attack Power +8
Enhancement Attack Power 1.1x
Purchase value 3292 Selling Price 823
Acquire [Chest] Morganas Forest

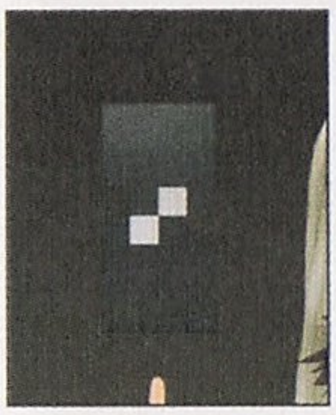
Name Accordion God / Pububippou God
Lv. 48 Rarity 13
Performance Attack Power 62/91, Focus 145
/215 Material: Golden Lump Proficiency 359
Master: When HP is 10% or less, Attack Power +30% added Enhancement
: Attack Power increase, adds a paralyzing hit on the first stage of techni
que
Purchase Value Selling Price 1145
Acquire 【Enemy】 Sorcerer Dead

Name Topaz Doll / Pure Jade Talisman Lv.
50 Ra rity 14
Pe rformance Attack Power 163/239 Defense 51/74
Material: Jade Fragment Proficiency 235
"Master vs. Beast" Performance +10%
Enhancement "Beast" Experience points upon defeat +30%
Purchase Value 5199 Selling Price 1300
Available for purchase at the shop

Name: H dden Assassin God / Master Assassin God
Lv.55 15
Performance Attack power 104 / 148, Magic attack 128 / 183
Materials Gold Fragment Proficiency 536
Master: ire Attribute Attack Power +9%
Enhancement: Fire Attribute Sacred Slave Art Incantation Time Reduced by 20%
Purchase Value 7227 Selling Value 1807
Acquire 【Enemy】 Ignite Mall

名称 Maryrill Door / Pure Radiant Silver Shikigami
Lv.57 Rarity 16
57 Rarity 16
16
Performance Attack power 179/253, Magic Defense 60/85
Materials Radiant Silver Fragment Mastery 258
"Master vs Dragon" Performance +10%
Enhancement Dragon: Experience gained upon defeat +30%
Purchase Value 8230 Selling Price 2058
Obtain Treasure Chest】 Kirarau Volcano

Name: The One Inside and Out / Hospitality God
Lv. 62 Rarity 17
Performance 術Attack 128/178, Defense 128/178
Mater old Lump, iciency 482
Master HP Recovery +80 upon defeating enemies
Enhancement HP Recovery +120 while idle or moving during combat
Purchase Value 10159 Selling Price 2540
Obtained from [Enemy] Ghoul



名称 Admantum Doll / Pure Hard Stone Shikigami
70
Lv. Rarity 18
Performance: Attack 287/387
Material gments of Pure Hard S e Proficiency 294
Master vs Beastmen: Effect +10%
Enhancement "Beastkin" Experience +30% upon defeat
Purchase Value 11151 Selling Price 2788
Available for purchase at the shop

Name: Mind and Body Health God / Local Specialty Fundoshi God
Lv.78 Rarity 19
Performance: Defense 126/165, Magic Defense 190/250
Material: Block of Platinum, Proficiency 536
Master Attack Power +15
Enhancement Attack Power 1.15x
Purchase Value — Selling Price 3036
Acquired [Treasure Chest] Stairway to Heaven

Name: Doppelgänger / Look-alike Twin God
Lv.90 Rarity 20
90 Rarity 20
Performance: Attack 144/184, Magic Attack 215/274
Material 736
Block of Platinum Proficiency 736
Master Skill Acquisition Speed +19%
Enhancement: 1.5x drop rate for enemy equipment defeated
Value
— Sell Price 3406
Acquire Enemy: Sousa Skunk

Name: ameless Shikigami / Primal Shikigami
Lv. 120 Rarity 21
Stats Attack Power 468/568
Materials Void Chunk Proficiency 999
When in Master Break Soul, 10% chance not to lose
Enhancement: Break Soul HP recovery amount 1.5x
Purchase Value — Selling Value 4336
Acquire [Enemy] Megaphone Man

Name: Ancient Spear / Time-worn Spear
Lv. 5 Rarity 1
Performance: Attack Power 25/75, Magic Attack 25/75
Materials: Bronze Chunk Proficiency 166
Master: Slowed Movement 1.12x
Enhancement: When staggering enemies, Defense increases +30%
Purchase Value 268 Selling Price 67
Acquire [Chest] Vester Caverns

Name: Amber Spear / Stalwart Amber Spear
Lv.8 Rarity 2
Performance: Attack Power 50/131, Magic Defense 11/29
Materials: Amber Fragment Proficiency 74
Master against "Armor" performance +8%
Enhancement: "Armor" Experience on defeats +20%
Purchase Value 309 Selling Value 77
Available for purchase at the shop

Name: War Pike / Phalanx Spear
Lv.13 Rarity 3
Performance: Attack Power 79/179
Materials: Bronze Chunk Proficiency 179
Master: Paralysis Effect 1.12x
Enhancement: When enemies are paralyzed, Attack Power +30%
Purchase Value 433 Selling Price 108
Obtainable from Treasure Chest: Norg Marsh

Name: Calcite Spear / Reliable Spear of Guidance
Lv.15 Rarity 4
Lv.15 Rarity
Performance: Attack Power 70/150, Focus 17/36
Material: Calcite Fragment Heat Training 90
Master: When HP is 8% or lower, additional +30% Attack Power
Enhancement: Attack Power Up; Additional first-tier hit of paralysis on arts/techniques
Purchase Value 494 Selling Price 124
Available for purchase at the shop

Name: Halberd / Distant Ballista-class Lance
Lv.20 Rarity 5
Performance: Attack Power 105/205
Material: Bronze Lump Proficiency: 196
Master: Against "Undead" Performance +10%
Enhancement: EXP +30% when defeating the "Undead"
Purchase Value 690 Selling Value 173
Obtain 【Treasure Chest】 Rouraine

Name: Fluorspear / Radiant Firefly Lantern Spear
Level: 22 Rarity: 6
Performance: Attack Power 88/166, Magic Defense 24/45
Material: Fluorite Shard Proficiency: 90
Master: Fatigue Performance 1.08x
Enhancement: When the enemy is fatigued, Concentration increases by 30%
Purchase price 793, selling price 198
793
Available at the shop where it can be bought

Name: Spear of Spirit Power / Divine Spirit Sacred Spear
Lv.27 Rarity 7
Performance: Attack Power 117/207, Defense 13/23
Materials: Dark Silver Lump | Proficiency 10
Master: Master Skill Acquisition Rate +10%
Enhancement: 1.2x Drop Rate for Equipment from Defeated Enemies
Purchase Value 1112, Sell Value 278
Acquisition: Eleanor's starting equipment, 【Enemy】 Orb Weaver

Name: Amphispia / Beautiful Rift-Quill Lance L
v. 2 9 Rarity 8
arity Per
formance: Attack Power 107/185, Magic Attack 30/51
Material: Fragment of Angelstone Proficiency 82 | Master Attack Power +5
Enhancement: Attack Power 1.07x
Purchase Value 1267 Selling Price 317
Available for purchase at the shop

Name: Trident / Poseidon Lance
Lv. 34 Rarity 9
Performance: Attack Power 109/178, Focus 47/77
Materials: Sliver of Black Silver Mastery 225
Master: HP recovery +50 upon defeating an enemy
Enhancement: In combat, idle/movement HP recovery +90
Purchase Value 1730 Selling Price 433
Acquirement 【Enemy】 Gargoyle

Name: Feldspear / Correct Length Spear
Lv. 36 Rarity 10
Performance: Attack Power 126/203, Magic Defense 37/59
Material: Fragment of Orthoclase / Mastery 109
Master: Burn/Scalding damage 1.08x
Enhancement: When you burn an enemy, increases magical attack by 30%
Purchase value 1967, sale value 492
Sale value
Available for purchase at the shop

名称 Naginata / Spear of Trust, Yamato-Nadeshiko
Lv. 41 Rarity 11
Performance: Attack 72/111, Defense 109/169
Material: Lump of Dark Silver, Proficiency 235
Master: Attack Power +8
Enhancement: Attack Power 1.1x
Purchase Value 2719 Selling Value 680
Acquirement 【Enemy】 Pure White Armor Spirit

Name: Quartz Spear / Proud Quartz Spear
Lv.43 Rarity Rarity 12
Performance: Attack 143/219, Concentration 45/68
Material: Fragment of Quartz, Proficiency 122
Master: Fierce Poison Ability 1.08x
Enhancement: When you inflict poison on an enemy, increases magical defense by 30%
3111
Purchase Value Sale Value 778
Available for purchase at the shop

Name: Valkyria / Nibelungen
Lv.48 Rarity 13
Stats: Attack Power 104/154, Magic Attack 104/154
Material: Lump of Gold, Proficiency 359
When Master Break Soul is activated, there is an 8% chance to not lose it
Enhanced Break Soul HP recovery amount is 1.3 times
Purchase Value 4326 Selling Value 1082
Acquire 【Treasure Chest】 Bailu Swamp

名称 Topaz Spear / The Wonderful Yellow Pearl Spear
Lv. 50 Rarity 14
Performance Attack Power 160/234, Magic Defense 54/79
Material Yellow Jade Fragment Proficiency 255
Master Fatigue Performance 1.12x
Enhancement: When tiring the enemy, Concentration increases by 30%
Purchase Value 4913 Selling Value 1228
Available for purchase at the shop

優月刀 / 青龍偃月刀

Lv. 55 Rarity 15

Performance: Attack Power 162/231, Focus 70/100

Materials: Gold Chunk Proficiency 450

Master HP Recovery +80 upon defeating enemies

Enhancement: In battle, HP recovery +120 during standby/movement

Purchase price 6829 Sell price 1707

Acquired from: [Enemy] Ancient Armor

名称 Mithril Spear / Beautiful Radiant Spear

Lv.57 Rarity 16

Rarity 16

Stats Attack Power 177/251, Magic Attack 62/87

Materials Shimmering Silver Fragment, Proficiency 290

When Master HP is at 10% or less, Attack Power increases by +

30% added During enhancement, attack power increases, and

a paralysis hit is added at the initial stage of magic技

Available for purchase at the shop

Name: Raylancer / Flash Spear Photon Gazer

Lv. 62 Rarity 17

Performance: 術Attack 257/357

Materials: Gold Lump Heat Training Level 459

Master Attack Power +15

Enhancement Attack Power 1.15x

Purchase Value 9600 Selling Price 2400

Acquire 【Enemy】 Angel of Atonement

Names: Adamant Spear / Unyielding Ultra-Hard Spear

Lv. 70 Rarity 18

Performance: Attack Power 210/283, Defense 77/103

Material: Fragment of Ultra-Hard Stone

Spiciness: 294

Master vs Beastmen: Effect +10%

Enhancement "Beastman" Experience points on defeat +30%\

Buy value 10537 Sell value\

10537 Sell value 2634

Available for purchase at the shop

Name: Final Scepter / Holy Spear Longinus

Lv.78 Rarity 19

Performance: Attack Power 190/250, Magic Attack 126/165

Materials: Platinum Mass, Proficiency 670

Master: Stun Mastery 1.15x

Enhancement: When the enemy is stunned, Attack Power increases by 30%

Purchase Value — Selling Price 2869

Acquisition: Staircase to [Box]

Name: Gae Bolg / Fabled Spear Cu Chulainn

Lv.90 Rarity 20

Performance: Attack Power 72/92, Focus 287/366

Materials: latinum Ma roficiency 708

Master: Slow Effect 1.15x

Enhancement: When enemy is slowed, Defense +30%

Purchase Value — Sell Price 3219 3219

Acquire [Enemy] Kilburn

Name: Unnamed Spear / Moment of Annihilation Spear

Lv.120 Rarity 21

Stats Attack Power 468/568

Materials: Void Lump Proficiency 999

Master Fire Damage 1.15x

Enhancement: When the enemy is burned, magical attack increases by 30%

Purchase Value — Selling Value 4097

Acquired from [Enemy] Nightmare

(+) Unique

Belt

Equippable Characters Velvet

Name	Lv.	Rarity	Performance	Materials [Proficiency		Master	Enhancement	Purchase Value	Top-up	Acquisition
Sturdy belt/ Battle-Hor帯skin	5	1	Attack 50/150	Bronze Chunk 30		Magic Attack +5	Spell Attack 1.07x	286	72	Velvet Starter Gear For the Enemies: Werewolf
Amber Belt/ Siege Amber Belt	8	2	Magic Attack 49/129, Attack Power 12/31	Amber Fra gment	74	Against "Beastmen" Performance +8%	Experience +20% when def eating the "Beastmen"	330	83	Buy at Shop
Aphrodite/ Light-pink talented woman	13	3	術Attack 51/115, Defense: 28/63	Bronze Fragment 150: HP recovery +50 when defeating the enemy			Against stunned enemies HP recovery +40 on attack	462	116	Enemy: Snake
Calcite Belt/ Collapsing Band of Resolve	15	4	Magic attack 61/131, Concentration 26/55	Fragment of Calcite	90	When HP is 8% or lower, magic attack increases, techniq ue magic attack increase +30%, adds burn with first strike		528	Shop 132, available for purchase	
Verdudam/ Sir blue indigo Maiden	20	5	Spell Attack 63/123, 術Defense 42/82	Bronze Fragment 204		Water Attribute Attack Power +7%	to the first tier of spell techniques Water Attribute Additional Hit	737	184	【Enemy】 Treant
Froil Belt/ persecu tion Fluorite Belt	22	6	Spell Attack 87/164 , Defense 25/47	Fragment of Calcite	86	Against “Undead” Performance +8%	“Undying” Defeat Bonus Experience: +20%	847	212	Shop Purchase
Cassandra/ Crimson Scarlet Prin cess Anphiβert/ Rift of Collapse Horn	27	7	Skill Attack 130/230	Block of Black Silver 230		Fire Element Attack Power +7%	to the first tier of spell techniques Fire Attribute Additional Hit	1188	297	[Treasure Chest] Farg Woods
	29	8	Skill Attack 105/181 、 Skill Defense 32/55	角閃石の欠片	107	Master Skill Acqui sition Speed +10%	Drop rate of defeated enemie s' equipment items is 1.2x	1353	338	Available for purchase at the Shop
Dufftvolk / Silver-Gray Lady	34	9	術Attack 94/154, Defense 62/101	Black Silver Lump 268		Earth attribute attack power +7%	to the first tier of spell techniques Earth attribute additional hit	1848	462	Enemy: Sea Serpent

Name	Lv.	Rarity	Performance	素材	熟練度	Master	Enhancement	Cost value	Sell value	Acquisition
Feldbelt/ Conqueror's Belt	36	10	Magic attack 124/200, Concentration 39/62	Seidite Con 欠片	105	Against "Dragon" Performance +8%	Experience when defeating the dragon +20%	2101	525	Shop Purchase
Edelweiss/ Pearl-colored Princess	41	11	Magic Attack 127/197, Magic Defense 54/83	Black Silver Mass 235		Magic Attack +8	術Attack x1.1	2904	726	【Enemy】 Age Tremor
Quartz Belt/ Disaster Quartz Belt	43	12	Arcane Attack 141/216, Attack Power 47/72	Quartz Fragment	117	Against "Demon"/Fiend Performance +8%	When Defeating "Demon"/Fiend, Experience Points +20%	3322	Available at Shop 831	
Francois Lovraye / Princess of Crimson	48	13	Arcane Attack 104/154, Concentration 104/154	Golden Lump 332		Wind Attribute Attack Power +7%	Wind Attribute Added Hit to First-Stage Techniques	4620	1155	[Enemy] Spiral of Order
Topaz Belt / Puppet's Turquoise Waistband	50	14	Magical Attack 158/231 、Defense 56/82	Turquoise Fragment	266	Master Skill Acquisition Speed +14%	Defeated enemy equipment drop rate 1.35x	5247	1312	Purchase in Shop
Grocery Dems/ Pale Pink Princess	55	15	Magical Attack 209/299, Attack Power 23/32	Gold Lump 429		Magic Attack +15	Magic attack 1.15x	7293	1823	[Treasure Box] Kirauzu Volcano
Mithril Belt/ Shattering Radiant Belt	57	16	Magic Attack 174/246, Radiant Silver 術Defense 65/92 Fragments		290	When HP is below 10%, Magic Attack increased, Skill Magic Attack +30% Added Effect: Burns on first hit		8305	2076	Available for purchase at Shop
Helmut Schmidt/ Bright Yellow Queen	62	17	Arcane Attack 103/143, Focus 154/213	Gold Nugget 414		When Break Soul occurs, with an 8% chance, you do not lose the master skill acquisition speed +19%	Break Soul HP recovery amount x1.3	10252	2563	【Treasure Chest】 Eight-Headed Dragon Kanunushi
Adamant Belt / Killer-Strike Ultra-Hard Belt	70	18	Magic attack 207/279, Defense 80/107	Fragment of the Ultra-Hard Stone	478	Loot rate for defeated enemies' equipment: 1.5x		112532813		Purchased from shop
Intrigue / Crimson Empress	78	19	Attack Power 316/416	Platinum Lump 563		HP Recover on Enemy Defeat +80	HP Recovery +80 when Attacking Stunned Enemies	—	3064	【Treasure Chest】 Stairway to Heaven
Joan of Arc / Milky White Saint	90	20	Magic Attack 233/297, Attack Power 126/161	Platinum Lump 472		Non-Elemental Attack Power +7%	Initial Stage Techniques Add Non-Elemental Hit	—	3438	【Enemy】 Wood Chopper
Unnamed Belt / Ancestral Rough Belt	104	21	Technique Attack 410/510	Void Mass 999		Recovery of Charged Effect after 5 seconds Additional recovery of 60% of the amount increased by 20% of the activation speed		—	3878	【Enemy】 Devilfish

1 Talisman

Equipable Character: Crow

Name	Lv.	Rarity	Performance	Material (Proficiency		Master	Enhancement	Recharge Value	Recharge	Acquisition
Gemini Blessing Card / Moon of February Eurogia	5	1	Defense 30/90, Magic Defense 20/60	Bronze Lump 85		When HP is 8% or below, magic attack increases, magic技術Attack increases by +30% in the first stage, adds a burn hit		260	65	[Treasure Chest] Biazley
Amber Talisman/ Relaxation Amber Card	8	2	Magic Attack 46/121, Attack Power 15/39	Amber Fragment	72	Earth Elemental Attack Power +4%	to the first tier of spell techniques Earth attribute additional hit	300	75	Shop Purchase
Exotic Amulet / Token of Mutsuki	13	3	Magic Attack 79/179	Bronze Lump 15		術Attack +5	Magic Attack 1.07x	420	105	Rokurou's starting equipment, Enemy: Wraith
Calcite Talisman / Optimal Fijian Solvent	15	4	Magic Attack 69 / 148, Defense 18/38	Fragment of Calcite	75	Against "Demon"/Fiend Performance +8%	When Defeating "Demon"/Fiend, Experience Points +20%	480	120	Shop Purchase
Protection of the surface waters/ Yaoyecharm Amulet	20	5	Magic Attack 42/82, Magic Defense 63/123	Bronze Lump 288		Water Attribute Attack Power +9%	to the first tier of spell techniques Water Attribute Additional Hit	670	168	【Enemy】 Magician Dead
Floral Talisman/ Immortal Fluorite Card	22	6	Magic Attack 87/164, Attack Power 25 / 47	Fluorite Fragment	142	HP recovered on defeat of an enemy +50	HP recovery +40 when attacking enemies while stunned	770	193	Shop Purchase
Deathless Amulet Grace of the Fasting Moon	27	7	Magic Attack 52/92, Defense 78/138	Black Silver Lump 104		vs “Undead” Performance +8%	When defeating “Undead,” Experience Points +20%	1080	270	【Treasure Chest】 Eastern Laban Cave
Ambulator/ Sealed Horn Spark Amulet	29	8	Magic Attack 105/181 、Focus 32 / 55	角閃石の欠片		Fire Burn Resistance 1.08x	When a foe is set on fire, Magic Attack +30%	1230	308	Available at Shop
Exquisite Charm/ Satsuki’s Juju	34	9	Attack 術 156/256	Black Silver Cluster 378		Immobilization Resistance 1.15x	When a foe is slowed, Defense +30%	1680	420	【Enemy】 Tiger Head
Feld Talisman / Indestructible Rite Sheet	36	10	Magic Attack 124/200, Magic Defense 39/62	Orthoclase's Fragment	98	Against "Armor" Performance +8%	"Armor" When Defeated Experience Points +20%	1910	478	Bought at Shop
Immaculate Hito-kata/ Minazuki's Brushy	41	11	Concentration 90/140, Defense 90/140	Black Silver Mass 414		Fire Attribute Attack Power +9%	In first-tier techniques 術 Fire Attribute Additional Hit	2640	660	[Treasure Chest] Davar Forest
Quartz Talisman/ Eternal Quartz Card	43	12	術Attack 141/216, Attack Power 47/72	Quartz Fragment	114	Non-Elemental Attack Power +4%	First Hit Technically 術 Non-Elemental Additional Hit	3020	755	Available for Purchase in Shop
Weeping Idol/ Idra of the Moonlit Month	48	13	Magic Attack 62/91, Magic Defense 145/215	Golden Lump 468		Extreme Poison Performance 1.15x	When enemies are made extremely poisonous, Magic Defense Increased by 30%	4200	1050	【Enemy】 Giant-eared Soul
Topaz Talisman/ Sudden Yellow Jade Card	50	14	術Attack 158/231 、Defense 56/82	Turquoise Fragment	192	Attack 術 +8	術 Attack multiplier 1.1x	4770	1193	Purchased in shop
Unlucky Goma Card/ Leaf Moon’s Peridot	55	15	Magic Attack 139/198, Attack Power 93/133	Golden Mass 363		HP 10% or less, Spell Attack Increase +30% added on initial hit with burn	Spell Attack Increasing, Skill Technique	6630	1658	【Enemy】 Specter

- Bag

Equipable character: Raifisette

Name	Lv.	Rarity	Performance	Material | Skill	Master	Enhancement	Purchase Value | Selling Value	Acquired
Mithril Talisman / Shivering Radiant Charm	57	16	術Attack 174/246, Focus 65/92	Radiant Silver 欠片 121	Against "Dragon" Performance +8%	Experience when defeating the dragon +20%	7550 1888	【Treasure Chest】 Kiraloss Volcano
Sword of Suffering / September's Trusty	62	17	Attack Power 103/143, Magic Attack 154/213	Gold Lump 540	Stun Effect 1.15x	When an enemy is stunned, Attack Power increases by 30%	93202330	【Enemy】 Immortal Wand
Adamant Talismans / Tremendous Hard Card	70	18	術Attack 207/279 Magic defense 80/107	Fragment of the Ultra-Hard Stone 150	Master Skill Acquisition: Defeated enemies' equipment Speed +10%	Drop rate 1.2x	10230	2558 Purchase in shop
Forever Lifesaving Charm/ Medicine of Kannazuki	78	19	Magic attack 32/42, Defense 284/373	Platinum Lump 504	Magic Attack +15	| Magic Attack 1.15x	—	2785 Enemy: Jormungandr
Excellent Absolute Barrier/ Frozen Month Absolute	90	20	Defense: 255/326, 術Defense 104/132	Platinum lump 462	Master Skill Acquisition Speed +14%	Defeated enemy equipment drop rate 1.35x	—	3125 【Chest】 Stairway to Heaven
Nameless Amulet/ Emperor's Talisman of a Thousand Miles	104	21	Technique Attack 410/510	Void Mass 999	Charge effect Healing rate increases by 60% of the amount of the 20% increase	Healing 5 seconds later	—	3525 [Enemy] Bearhead

- Bag

Equipable character: Raifisette

Name	Lv.	Rarity	Performance	Material: Mature Structure	Master	Enhancement	Purchase Price | Sell Price	Acquisition
Worn bag/ Premium bag	5	1	Arcane Attack 45/135, Attack Power 5/15	Bronze Lump 156	Poisonous Power 1.12x	When the enemy becomes highly poisonous, 術Defense Increase +30%	265 66	【Enemy】 Octopus
Amber Bag/ Amber and Trinket Box	8	2	Magic Attack 52/137 、Defense 9/23	Amber Fragment 78	When HP is 8% or lower, Magic Attack Up +30% Added	Spell Attack Increase, Magic Technique Initial stage adds burn hit	306	77 Purchased at Shop
Mercury Pouch / Safe Mercury鞄	13	3	Attack 79/179	Bronze Lump 15	術Attack +5	Magic Attack 1.07x	428 107	Raffleset's starting equipment, [Treasure Box] Western Laban Cave
Calcite Bag/ Calcite and Toolbox	15	4	Spell Attack 70/150, Concentration 17/36	Calcite 欠片	78 Paralysis Effect 1.08x	When an enemy is stunned, Attack Power increases by 30%	490	123 Purchased at Shop
Venus Box/ 'Sturdy Venus Bag	20	5	Magic Attack 74/143, Attack Power 32/62	Bronze Ingot 192	Paralysis Effect 1.12x	When stunning an enemy, Attack Power Increased by 30%	683 171	【Enemy】 Slime
Fleur Bag/ Fluorite and Chest	22	6	Magic Attack 88/166, 術Defense 24/45	Fluorite Fragment 84	Fatigue Performance 1.08x	When tiring an enemy, Concentration Increased by 30%	785	196 Available in Shop
Mars Square/ Sturdy Mars Bag	27	7	Magic Attack 130/230	Block of Dark Silver 216	Burn Damage 1.12x	When enemies are set on fire, increases spell attack by 30%	1102 276	【Enemy】 Zombie
Amphibag/ Augite and Storage	29	8	Magic Attack 107/185, Augite Concentration 30/51 Fragments	96	Slow-down performance 1.08x	When you slow the enemy, Defense increased by 30%	1255	Purchase at shop 314
Jupiter Sphere/ Steadfast Jupiter鞄	34	8	Magic Attack 109/17 , 9 Defense 47/77	Slag of Silver 252	Fatigue Performance 1.12x	When you fatigue the enemy, Focus increased by 30%	1714 429	Enemy: Dump Octopus
Feldbag/ Orthosilicate and House	36	10	術Attack 126/203, 術Defense 37/56	Lengthy Stone's Fragments 102	Poisonous Power 1.08x	When you poison the enemy, Magic defense increased by 30%	1948	Purchase at Shop 487
Saturn Field/ Perfect Saturn鞄	41	11	Attack Power 118/183, Defense: 63/97	Black Silver Lump 276	Slow Speed Performance 1.12x	When you slow the enemy, Defense increased by 30%	2693 673	Treasure Chest: Foldis Ruins
Quartz Bag/ Quartz and Civic Center	43	12	Magical Attack 143/219, Attack Power 45/68	Quartz Fragment 114	Burn Damage Multiplier 1.08x	When you burn an enemy, Magic Attack Increase +30%	3080 770	[Chest] Morganas Forest
Uranus Village / Astounding Uranus鞄	48	13	Attack Power 124/183, Focus 83/123	Block of Gold 468	Toxicity 1.15x	When you poison an enemy, 術Defense Increase +30%	4284 1071	【Enemy】 Diffusion Guide
Topaz Bag/ Amber and Sky	50	14	術Attack 160/234, Defense 54/79	Turquoise Fragment 192	Attack +8	術Attack x1.1	4865 1216	Available in Shop
Neptune Soil/ Perfect Unparalleled Neptune鞄	55	15	Defence: 116/166, 術Defense: 116/166	Gold Lump 504	Slow Speed Performance 1.15x	When enemies are slowed, Defense increases by +30%	67631691	【Treasure Chest】Mailcio
Mithril Bag/ Brilliant Silver and the World	57	16	術Attack 177/251, Brilliant Silver's Attack power 62/87	Fragment 263	Master Skill Acquisition Speed +14%	Defeated enemy equipment drop rate 1.35x	7701 1925	Purchased at Shop
Bloody Continent/孤独之天涯的冥王星鞄	62	17	Attack 154/213, 術Defense 103/143	Gold Lump 540	Wind Attribute Attack Power +9%	Spell of Wind Attribute Holy Servant: Chanting time reduced by 20%	9506 2377	[Enemy] Ephemeral Cell
Adamant Bag/ Superhard Stone and Space	70	18	術Attack 210/283 、Defense 77/103	Fragment of the Ultra-Hard Stone 346	Magic Attack +15	Magic attack 1.15x	10435 2609	Purchase in Shop
World of Sun/ Ultimate Suprem鞄	78	19	Attack 158/208, | Magic Attack 158/208	Platinum Lump 630	Fire Attribute Attack Power +9%	Fire Attribute Holy Servant Technique's Casting Time Decreased by 20%	—	2841 敵【Enemy】 AnNinndoufu
e Sun Galaxy Void/ 天衣無縫な銀河鞄	90	20	Magic Attack 215/274, Focus 144/184	Platinum Lump 666	Non-Attribute Attack Power +9%	Non-Attribute Holy Servant Technique's Casting Time Decreased by 20%	—	3188 【Chest】 Stairway to Heaven
Nameless Bag / The All-Purpose God Bag	104	21	Magic Attack 410/510	Void Lump 972	When Break Soul occurs, at 10% probability of Break Soul, HP recovery amount is increased by 1.5x		—	3596 敵【Enemy】 Nyokinyoki

Pendant

Equipment Eligible Character: Aizen

Name	Lv.	Rarity	Performance	Material: Heat Resistance	Master	Enhancement	Cost value	Sell value	Acquisition
Simple Pendant/ Old-fashioned Pendant	5	1	Magic Attack 45/135, Focus 5/15	Bronze Lump 75	for Beastman: 8% Performance	Beastman: When Defeated, Experience +20%	273	68	Enemy: Centipede; Treasure Chest: Rawgress
Amber Pendant / Amber Chain Foedora / Memory Rocket / Sensitive Sweetheart / Calcite Pendant / Morigan Unlocked	8	2	Magical attack 37/97, Defense 24/63	Amber Fragment	72 Earth Elemental Attack Power +4%	Earth attribute holy slave magic Casting time reduced by 10%	315		79 purchased at the shop
	13	3	Magic Attack 79/179	Bronze lump 15	versus dragon, performance +8%	Dragon defeat Experience points +20%	441	110	Izern's starting equipment, Enemy: Scorpion
	15	4	magic attack 70/150、Attack Power 17/36	Calcite 欠片	63 Attack +5	Magic Attack 1.07x	504	126	[Treasure Chest] Karisu Lake Road
Cross Blocker/ Earth's Vow	20	5	Spell Attack 74/143, Defense 32/62	Bronze Lump 192	Earth Attribute Attack Power +7%	Earth attribute holy slave magic Casting Time Reduced by 15%	704		176 [Enemy] Yoroi-Mukade
Froll Pendant/ Fluorite Chain Midiell	22	6	Magic Attack 88/166, Defense 24/45	Fluorite Fragment	81 Against "Demon"/Fiend Performance +8%	When Defeating "Demon"/Fiend, Experience Points +20%	808		Available for 202 Shop
Stream Chain/ Spiral of the Whirlwind	27	7	Magic Attack 91/161, Focus 39/69	Black Silver Lump 216	Wind Attribute Attack Power +7%	Wind Attribute Holy Servitude Technique Casting Time Reduced by 15%	1134	284	【Enemy】 Scope Star
Amphipendant/ Twin Flash Seraphes (角閃銅ベレヌス)	29	8	Magic Attack 107/185, Obsidian Stone Fragment for Magic Defense 30/51	104	When HP is 8% or lower, Magic Attack increases, Techniques Magic Attack Increase +30%, Adds Burning Hit on First	Tier Experience Points +30% when "Undead" is defeated	1292	323	Shop Purchase
Expresser / Comfortable Walking Andras	34	9	Magic Attack 101/165, Defense 55/90	Hardened Silver Mass 242	for "Undead" Performance +10%		1764	441	【Treasure Chest】 Manaan Reef
Feld Pendant/ Long Chain Keridwen	36	10	Arcane Attack 126/203, Orthoclase Concentration 37/59 Frag	ment	102 Fatigue Performance 1.08x	When stunning the enemy, Concentration increases by 30%	2006	502	Shop Purchase
Inigzo Stable/ Tireless Achilles	41	11	Magical attack 100/155, Focus 81/125	Dark Silver Lump 299	When HP is 10% or lower, magic attack increases; spell technique Magic attack +30% Additional Burn Hit at initial stage When breaking "Armor" Experience +20%		2772	693	【Enemy】 Grand Roller
Quartz Pendant/ Quarts Chain Suartan	43	12	Magical Attack 143/219, Attack Power 45/68	Quartz Fragment	110 Against "Armor" Performance +8%		3171		793 Available in Shop
Bump Upper/ Pectoral Supporter	48	13	Spell Attack 186/275, Defense 21/31	Gold Lump 325	Master Skill Acquisition Speed +14%	Defeated enemy equipment Drop rate 1.35x	4410	1103	[Treasure Chest] Curse Land, Shyop Rank to 8
Topaz Pendant/ Yellow Sapphire Chain Kurwaha	50	14	Spell Attack 160/234, Defense 54/79	Turquoise Fragment	Fatigue Performance 1.12x	When tiring the enemy, Concentration increases +30%	5008	1252	Buy at shop
Brain Tamer/ Sleep Learning Device Axek	55	15	Spell Attack 70/100, Concentration 162/231	Golden Lump 269	Spell Attack +8	術Attack multiplier 1.1x	6962	1741	[Enemy] Freezing
Mithril Pendant/ Gleam Chain Aeden	57	16	Spell Attack 177/251, Spell Defense 62/87	Radiant Silver Fragments	232 Performance against "Winged" +10%	"Wings" When Breaking Through Experience Points +30%	7928	1982	Buy at Shop
Gnomestone/ Drowsy Earth Spirit's Drift	62	17	Magic Attack 103/143, Defense 154/213	Gold Lump 540	Earth Elemental Attack Power +9%	Earth Attribute Sacred Servant Arts cast time reduced by 20%	9786	2447	[Enemy] Hundred
Adamant Pendant/ Hyper Chain Arienrod	70	18	術Attack 210/283 Concentration 77/ 103	Fragment of the Ultra-Hard Stone	277 Against the "Beastman" performance +10%	Beastman: Experience +30% upon defeat	107422686		Buy at Shop
Sylph Inavite/ Call of Wind Spirit	78	19	Magic Attack 63/82, Attack Power 253/333	Platinum Lump 630	Wind Attribute Attack Power +9%	Wind Attribute Holy Servitude Technique Casting Time Decreased by 20%	—	2924	【Treasure Chest】 Stairway to Heaven
Undine Hearts/ Water-Fish Union	90	20	Magic Attack 180/230, Magic Defense 180/230	Platinum Chunk 533	Magic Attack +15	Magic Attack 1.15x	—	3281	【Enemy】 Blackbird
Untitled Necklace/ Ruthless Jewelry	104	21	Technique Attack 410/510	Void Chunk 900	Fatigue Performance 1.15x	When stunning the enemy, Concentration increases by 30%	—	3701	【Enemy】 Dynamite Punch

Piercing

Equippable Characters Magilou

Name	Lv.	Rarity	Performance	Material Mastery	Master	Enhancement	Purchase Value Top-up		Acquisition
Aged Earrings/ Distinguished Earrings	5	1	Magic Attack 38/114, Focus 12/36	Bronze Chunk 144	vs "Winged" Performance +10%	"Wings" When Breaking Through Experience Points +30%	263	66	Treasure Chest: Ivork Ruins
Amber Earrings/ Amber Ornament Nurse	8	2	Magic Attack 49/129, Defense 12/31	Amber Fragment	70 Against "Beastmen" Performance +8%	Experience +20% when defeating the "Beastmen"	303	76	Shop Purchase
Succubus Horn/ Temptation Horn Ornament	13	3	Magic Attack 32/72, Attack Power 47/106	Bronze Chunk 162	for "Undead" Performance +10%	"Undead" Defeat Experience +30%	424	106	[Treasure Chest] Westar Mines
Calcite Earring/ Formula Ornament Witch	15	4	Magic attack 69/148, Attack power 18/38	Fragment of Calcite	Fire Attribute Attack Power +4%	Fire Attribute Holy Servant Technique Casting time reduced by 10%	485	121	Available in Shop
Spirit Power Earrings/ Devil's Hell Ornament	20	5	術Attack 105 / 205	Bronze Cluster 15	Magic Attack +5	術Attack 1.07x	677	169	Mgillou's starting equipment, Enemy: Scalebird

Name	Lv.	Rarity	Performance	Materials	Mastery Level	マスター	Enhancement	Purchase Value	Selling Value	Acquisition
Froll Earrings/ Fluorite Ornament Priestess	22	6	術Attack 87/164, Defense 25/47	Fluorite Fragment	84	Severe Poison Effect 1.08x	When enemies are made extremely poisonous, Magic Defense Increased by 30%	778	195	Shop Purchase
Belfegor/ Slothful Bear Ornament	27	7	Spell Attack 78/138, 術 Defense 52/92	Black Silver Mass 216		Water Attribute Attack Power +7%	Water Attribute Holy Servant Technique Casting Time Reduced by 15%	1091	273	[Enemy] Wet Seed
Amphipias/ 角閃飾ソーサレス	29	8	術Attack 105/181, Obsidian Defense 32/55 de 術	bris	100	Master skill acquisition Speed +10%	Drop rate of defeated enemy gear items: 1.2x	1242	311	Purchased in Shop
Asmodeus/ Lust Ornament	34	9	Spell Attack 62/101, Spell Defense 94/154	Black Silver Lump 252		Toxicity Power 1.12x	When the enemy becomes highly poisonous, 術Defense Increase +30%	1697	424	【Treasure Chest】 Manaan Reef
Field Earrings/ True-Length Ornament Alchemist	36	10	Magic attack 124/200, Seidite Concentration 39/62	欠片	111	When HP is 8% or lower, Added Magic Attack +30%; First hit adds on-fire damage	Magic Attack Increase, Magic Techniques	1929	483/482	Purchase in Shop
Beelzebub/ Gluttony King Ornament	41	11	Magic Attack 127/197, Attack Power 54/83	Black Silver Mass 276		Fire Damage Performance 1.12x	When you burn an enemy, Magic Attack Increase +30%	2666	667	【Enemy】 Wyvern
Quartz Earrings/ Quartz Ornament Wizard	43	12	Magical attack 141/216, Defense 47/72	Quartz Fragment	110	Against "Dragon" Performance +8%	Experience +20% when defeating the dragon	3050	763	bought at Shop
Lars of Satan/ Angry Wolf King Ornament	48	13	Magical attack 207/307	Gold lump 250		Magical attack +8	Magic attack 1.1x	4242	1061	【Treasure Chest】 Curseland
Topaz Earrings/ Jade Ornament Princess	50	14	Magic attack 158/231 Attack power 56/82	Turquoise Fragment	221	Against "Musu" performance +10%	"Lackleg" defeat yields Experience +30%	4818	1205	Buy at Shop
Leviathan / Jealous Serpent Dragon Ornament	55	15	Magic Attack 151/216, Focus 81/115	Golden Lump 504		Water Attribute Attack Power +9%	Water Attribute Holy Servant Magic Chanting Time Reduced by 20%	6696	1674	[Enemy] Illusive Sharp Spines
Mithril Earrings / Shimmering Queen Ornaments / Rage of Mammon / Greed Poisonous Hedgehog Ornament	57	16	Magic Attack 174/246, Magic Defense 65/92	Shimmering Silver Fragment	273	When HP is at 10% or lower, magical attack increases, skill technique Magic attack increases by +30% added at initial stage with an additional burn hit		7626	1907	【Treasure Chest】 Kiralause Volcano
	62	17	Arcane attack 154/213, Attack power 103/143	Gold Nugget 540		Burn Damage Performance 1.15x	When enemies are set on fire, increases spell attack by 30%	9413	2353	【Enemy】 Blazing Light Wingsnake
Adamant Earrings/ Super-Hard Adornment Mehashaefa	70	18	Magic attack 207/279, Defense 80/107	Fragment of the Ultra-Hard Stone	312	When breaking soul, there is an 8% chance that you will not lose it.	Break Soul HP recovery amount x1.3	10332	2583	Purchase at Shop
Lucifer Bride/ Pride Lion Ornament	78	19	Magic Attack 284/373, Mana Defense 32/42	Platinum Lump 504		Magic Attack +15	術Attack x1.15	—	2813	【Chest】 Stairway to Heaven
Rabbit Seven / Distract Idol	90	20	Defense 180/230, Magic Defense 180/230	Platinum Mass 666		Poison Performance 1.15x	When the enemy is poisoned, 術Defense +30%	—	3156	Enemy: Hoorie Wolf
Nameless Earring/ Seven Sins Jewelry	104	21	術攻撃410/510 Void Mass 999			Recovery from the Charge effect after 5 seconds of the healing technique; Recovery speed increases by 20%; adds 60% of the amount		—	3560	【Enemy】 Mist

Ribbon

Equippable Characters Eleanor

Name	Lv.	Rarity	Performance	Material Mastery	Master	Enhancement	Purchase Price	Sale Price	Acquisition
Aged Ribbon/ Traditional Ribbon	5	1	Magic Attack 10/30, Concentration 40/120	Bronze Lump 156	Poisonous Power 1.12x	When the enemy becomes highly poisonous, [Defense Increase +30%	278	70	【Enemy】 Eagle
Amber Ribbon/ Amber Weave Andante	8	2	Magic Attack 37/97, Defense 24/63	Amber 欠片	78	When HP is 8% or lower, magical attack increased, spell technique Spell attack increased by 30% added; initial stage adds burn with a hit	321	Purchase for 80 at the shop	
Aegite/ Passionate Staccato	13	3	Magical attack 55/124, Attack Power 24/54	Copper Lump 155	vs. "Beast" Performance +10%	When defeating a "Beast" Experience points +30%	449	112	[Treasure Chest] Bridgit Valley
Kalsite Ribbon/ Calcite Weave Ritardando	15	4	Spell Attack 70/150, Defense: 17/36	Fragment of Calcite	75	Vs Demons: +8% performance	Experience when defeating "Demon": +20%	514	129	Available in Shop
Tranquillo/ Calm Poketino	20	5	Magical Attack 21/41, Focus: 84/164	Bronze Lump 185	vs "Armor" performance +10%	Armor: When broken, experience points +30%	717	179	[Treasure Chest] Kadniks Port
Froil Ribbon/ Cavansite Weave Aralgand	22	6	Magic Attack 88/166, Focus 24/45	Fluorite Fragment	HP recovered +30 when defeating 71 enemies		HP recovery +40 during stand by/movement in combat	824	206	Shop Purchases
Simple Ribbon/ Spirited Ribbon	27	7	Magic Attack 130/230	Black Silver Cluster 15	術Attack +5		術Attack x1.07	1156	289	Eleanor's Starter Gear, Enemy: Rowlai ne
Amphili Ribbon/ Horned Spark Weave Larentand	29	8	Magic Attack 107/185, Attack Power 30/51	Horn Spark Stone Fragment	96	Stun Power 1.08x	When an enemy is stunned, Attack Power increases by 30%	1316	Purchased at the shop	
Capriccioso / Wild Arpeggio	34	9	術Attack 109/178, Focus 47/77	Black Silver Lump 263	Master Skill Acquisition Speed +14%		Defeated enemy equipment drop rate 1.35x	1798	450	Enemy: Peacock
Feldribbon/ Seiryū Achereland	36	10	術Attack 126/203, Amethyst Stone 術Defense 37/59	欠片	221	When HP is 10% or less, Magic attack increased by 30% added at the initial stage with burn hit	術 Increased magic attack during casting	2044	511	Purchase at shop
Conforo- co/ Ardent Mordent	41	11	Spell attack 72/111, Attack power 109/169	Black Silver Cluster 276	Burn damage multiplier 1.12x		When you set the enemy on fire, Magic attack increased by 30%	2825	706	Enemy: Blade Beak

Name	Lv.	Rarity	Performance	素材	熟練度	Master	Enhancement	Purchase price	Selling price	Acquisition
Quartz Ribbon/ Quartz Weave Strident	43	12	術Attack 143/219, Concentration 45/68	Quartz Fragment	114	Slowdown performance 1.08x	When enemies are slowed, Defense increases by +30%	3231	808	Purchased in Shop
Spiritoso/ Pure Harmonics	48	13	術Attack 168/249, Focus 39/57	Gold lump 250		Magical attack +8	術Attack x1.1	4494	1124	【Enemy】 Garuda
Topaz Ribbon / Jade Tapestry Lutine	50	14	術Attack 160/234, Attack Power 54/79	Turquoise Fragment	221	Against “Shell” Performance +10%	“Shell” Defeating yields +30% EXP	5104	1276	Buy from Shop
Cantabile/ Lively Pizzicato	55	15	術Attack 116/166, D術efense 116/166	Golden Lump 504		Highly Toxic Property 1.15x	When the enemy is poisoned, 術Defense +30%	7094	1774	【Enemy】 Ominous Demon Wing
Mist Silk Ribbon/ Radiant Weave Animat	57	16	術Attack 177/251, Magic Defense 62/87	Radiant Silver Fragment	242	Against “Demon” Performance +10%	Experience from defeating “Demon” +30%	8079	2020	Purchased in Shop
Sweet Resséviable Adamant Ribbon/ Ultra-Hard Conmoto Pelandose/ Silent Tachet Grandiothe/ Magnificent Alfiné	62	17	Magic Attack 103/143, Magic Defense 154/213	Golden Lump 562		Master Skill Acquisition Speed +19%	Loot rate for defeated enemies' equipment: 1.5x	9972	2493	【Enemy】 Graceful Paradise Bird
	70	18	術Attack 210/283、Defense 77/103	Fragment of the Ultra-Hard Stone	265	Performance against "Shapeless" +10%	“Formless” When Defeated Experience +30%	109462737		Purchase at Shop
	78	19	術Attack 95/125, Focus 221/290	Platinum Lump 630		Fatigue Performance 1.15x	When stunning the enemy, Concentration increases by 30%	—	2980	【Enemy】 Fungal Summer Grass
	90	20	Attack Power 359/459	Platinum Ore Block 533		術Attack +15	術Attack 1.15x	—	3344	【Treasure Chest】 Stairway to Heaven
Inaudible Loom / Seven-Tone Rainbow Weave	104	21	Technique Attack 410/510	Void Mass 999		Stun duration against enemies increased by 1.24x	Against stunned enemies, 2% chance to instantly defeat	—	3772	【Enemy】 Hydrowitch

● Armor

Male Armor

Equippable Characters Rokurou Rifiset Issen

Name	Lv	Rarity	Performance	素材	熟練度	Master	Enhancement	Buy Price	Sell Price	Acquisition
Natural Vest /Sincere Vest	5	1	Defense 50/150	Amber Fragment	25	Defense +5	Defense 1.07x	291	73	Rocrow's starting equipment, Purchased in shop
Amber Vest/ “Amber Clothing	8	2	Defense 49/129, Magic Defense 12/31	Amber Fragment	54	Max HP +30	Max HP 1.05x	336	84	Shop Purchase
Western Coat/ Formalhaut	13	3	Defense Power 47/106, Concentration 32/72	Bronze Lump 164		Earth Attribute Damage Reduction +5 15% nullifies Earth attribute	damage %	470	118	Initial equipment of Lufiset, [Enemy] Plant
Calcite Vest/ Calcite Attire	15	4	Defense 69/148, Magic Attack 18/38	Fragment of Calcite	62	Magic Skill 'HP Absorption' Effect 1.15x	Of damage received Gradually recover 25%	538	135	[Treasure Chest] Dana Road
Bad Thorns/ Hundred Thorns Armor	20	5	Defense 52/102, Attack 52/102	Bronze Ingot 98		When HP is at 8% or lower, defense increases, magic skill	Defense increases by an additional +30% at the initial stage, with a slow debuff added on the first hit	750	188	[Treasure Chest] Ivorg Ruins
Fleur Vest/ Fluorite Luminous Garb	22	6	Defense 87/164, Magic Defense 25/47	Fluorite Fragment	73	Against "Beasts" Performance +8%	“Beast” Defeated XP +20%	862	216	Available in Shops
Jet Black/ Infinity of Absolute Black	27	7	Defense 91/161, Concentration: 39/69	Mass of Dark Silver 211		Neutral damage reduction +5%	Negates untyped damage by 15%	1210	303	【Enemy】 Leucanthorpe
Anphibest/ Kakusenno Blessing Robe	29	8	Defense 105/181、Attack 32/55	角閃石の欠片	83	Against “Armor” Performance +8%	When defeating “Armor” Experience +20%	1378	345	【Treasure Chest】 Manaan Reef
King's Best/ Royal Guard	349		Concentration 156/256	Black Silver Lump 189		Defense +8	Defense power ×1.1	1882	471	【Enemy】 Deep-Sea Barrier
feldvest/ Feldspar Robe	36	10	Defense 124/200, Orthoclase 術Defense 39/62 Fragment		88	Against "Amorphous" Performance +8%	Experience when defeating "Amorphous" +20%	2139	535	Available for purchase in Shop
Colorful Waist / Rainbow Steps	41	11	Attack Power 90/140, Magical Attack 90/140	Black Silver Lump 270		Water Attribute Damage Reduction +5%	Nullifies Water Attribute Damage by 15%	2957	739	【Enemy】 Forest Plant, Upgrade Shop Rank to 7
Quartz Vest/ Quartz Hard Garment	43	12	Defense: 141/216, Focus: 47/72	Quartz Fragment	99	Against "Barefoot" Performance +8%	"Barefoot" When Stepping Through Experience +20%	3382	846	Purchased at Shop
Summer Vacate / Tropical Battlefield Equipped	48	13	Defense 135/200, Attack 72/106	Gold Ingot 457		Earth Attribute Damage Reduction +6%	Earth attribute damage is nullified at 25%	4704	1176	【Treasure Chest】 Bailu Swamp
Topaz Vest/ Yellow Jade Combat Attire	50	14	Defense 158/231, 術Attack 56/82	Turquoise Fragment	104	Against "Winged" Performance +8%	"Winged" When defeated: Experience points +20%	5342	1336	Purchase at Shop
Aquamarine Blue/ Endless Blue	55	15	Defense 139/198, Magical Defense 93/133	Block of Gold 492		Water attribute damage reduction +6%	Water attribute damage is nullified at 25%	7426	1857	Enemy: Exquizio ナー

Name	Lv.	Rarity	Performance	Material	Proficiency	Master	Enhancement	Purchase Price	Selling Price	Acquisition
Mythril Vest/ Radiant Silver Magic Apparel	57	16	Defense 174/246, Radiant Silver's Concentration 65/92	欠片	189	Maximum HP +50	Maximum HP ×1.1	8456	2114	[Treasure Chest] Gaiburk Ice Region
Reflex/ Mirror-equipped Diflection	62	17	Defense 206/286, Spell Attack 51/70	Gold Lump 378		Damage nullified is reflected at 10%	Reflective damage is recovered by 100%	10438	2610	【Enemy】 Apostle of Blind Faith
Adamant Vest / Ultra-hard Divine Garment	70	18	Defense 207/279 Magic Defense 80/107	Fragment of the Ultra-Hard Stone	146	Reduces all damage by 20	Reduces damage over 1000 by 20%	11458	2865	Purchase at the Shop
Zero Impact/ Divine Equipment · Zero-style	76	19	Defense 308/408	Platinum Chunk 459		Defense +15	Defense 1.15x	—	3055	【Enemy】 Clusterfang
Mam + Bain/ Magical Equipment: Artharian	85	20	Defense: 239/309, Focus: 102/131	Platinum Lump 438		HP at 10% or lower, Defense increases, Magic Techniques Defense increases +30% added First-step with a Slow Hit		—	3343	【Enemy】 Sunyochu
Nameless Inner Garment/ Hoshisei's Attire	97	21	防御力385／485	Void Mass 875		All damage reduced by 45	Damage over 1000 is reduced by 50%	—	3724	[Enemy] Orc Gorilla

Female Armor

Equippable Characters Velvet Magilou Eleanor

Name	Lv.	Rarity	Performance	Material [Proficiency]		Master	Enhancement	Cost value	Sell value	Acquisition
Battle Garment/ Battlewear Radiant	5	1	Defense 50/150	Amber Fragment	35	Defense +5	Defense 1.07×	299	75	Shop Purchase
Amberment/ White Amber Robe	8	2	Defense: 49/129, Focus: 12/31	Amber Fragment	54	Max HP +30	Max HP 1.05x	345	86	【Treasure Chest】 Hera Visa
Silk Feel/ Silk Garment Silphy	13	3	Defense: 55/124, Magic Defense 24/54	Bronze Lump 164		Non-Attribute Damage Reduction +5%	Negates untyped damage by 15%	483	121	【Enemy】 Pixie, Shop Lock to 3
Calcite Garment/ Azure Katashiki Armor	15	4	Defense 69/148, Attack 18/38	Fragment of Calcite	62	Techniques: "HP Drain" effect 1.15x	Damage received is recovered gradually by 25% Wind attribute damage is nullified at 15%	552	138	【Treasure Chest】 Rogress
Midi Blouse/ Ming Clothes Brandia	20	5	Defence: 42/82, Concentration: 63/123	Bronze Lump 188		Wind Attribute Damage Reduction +5%		771	193	Magus's starting equipment, 【Enemy】 Witch
Froll Garment/ Emerald Green Fluorite Attire	22	6	Defense 87/164, Attack 25/47	Fluorite Fragment	73	Against "Winged" Performance +8%	"Winged" When defeated: Experience points +20%	886	222	Shop Purchase
Pink Shirt/ Shimmering Pinkest Dress	27	7	Attack Power 91/161, Concentration: 39/69	Black Silver Clump 171		Technique: "HP Absorption" effect 1.2x	35% of the damage received gradually recovers When defeating "Barefoot" (no-foot) enemies, experience points +20%	1242	311	[Treasure Chest] Burnark Plateau
Anphigament/ Black Kagenn Stone Garment	29	8	Defense 105/181 Evasion Defense 32/55	Kagenn Stone 欠片	83	Versus "Lackslegs" performance +8%		1415	354	[Treasure Chest] Manan Reef
Scarlet Veil / Crimson Robe	34	9	Defense 109/178, Magic Attack 47/77	Black Silver Lump 246		Fire element damage reduction +5%	Fire attribute damage is nullified at 15%	1932	483	[Enemy] Flame Witch
Feldgemme nt/ Calcite Armor	36	10	Defense 124/200, Orthoclase 術 Defense 39/62 Fragment		88	vs. "Amorphous" Performance +8%	Experience when defeating "Amorphous" +20%	2197		Purchased at shop for 549
Pure White/ Wedding Dress	41	11	Defense 181/281	Black Silver Cluster 207		Max HP +50	Maximum HP ×1.1	3036	759	【Enemy】 Fairy
Quartz Garment/ 紫衣 quartz	43	12	Defense 141/216, Magical Attack 47/72	Quartz Fragment	99	vs. \"Shell\" Performance +8%	When defeating "Armor" Experience +20%	3473	868	Available at Shop
Mystic Feather/ 妖衣 Antoinette	48	13	Focus 207/307	Gold Ingot 457		Wind Attribute Damage Reduction +6%	Nullifies Wind Attribute Damage at 25%	4830	1208	【Enemy】 Swift Wind User
Topaz Garment/ 透黄玉の戦衣	50	14	Defense: 158/231 Concentration: 56/82	Turquoise Fragment	104	Against "Beasts" Performance +8%	"Beast" Defeated XP +20%	5486	1372	Purchase in Shop
Elder Garden/ Imperial Robe Victoria	55	15	Defense: 162/231, Magic Defense: 70/100	Gold Lump 492		Physical Fire Damage Reduction +6%	Nullifies fire attribute damage 25%	7625	1906	【Enemy】 Temptation of Illusion
Mithril Garment/ Radiant Silver magical garment	57	16	Defense 174/246, Radiant Silver Focus 65/92	欠片		Defense 189 +8	Defense power ×1.1	8683	2171	Treasure Chest: Gaibruk Ice Pit
Survivor Life / Heavenly Robe Angelic	62	17	Defense 103/143, Focus 154/213	Gold Chunk 426		Technique: "HP Absorption" Effect 1.25x	Recover 50% of received damage gradually	10718	2680	【Enemy】 Doomed Executor of the Labyrinth
Adamant Garment/ Gold-Tempered Divine Garment	70	18	Defense: 20//279 Magic Defense: 80/107	Fragment of the Ultra-Hard Stone	292	All damage reduced by 30	Damage over 1000 reduced by 40%	117652941		Purchase at Shop
Resistance/ Armor of Orléans	76	19	Defense: 185/245, Attack: 123/162	Platinum Lump 459		Max HP +90	Max HP ×1.2	—	3137	【Enemy】 Changeling
Empress Shield/ Imperial Garment Silveria	85	20	Defense: 136/175, Magic Defense: 205/265	Platinum Chunk 632		Non-Attribute Damage Reduction +6%	Blocks non-attribute damage 25%	—	3433	【Enemy】 Immortal
Name-less Garment/ Weaver's Formal Attire	97	21	Defense power 385/485	Void Chunk 908		Damage nullified is reflected at 13%	100% of reflected damage is restored	—	3824	【Enemy】 Wizard Dead

Ring

Ring

Equippable Characters MARC All

Name	Lv.	Rarity	Performance	Material [Mature Core Degree	Master	Enhancement	Buy Price	Sell Price	Acquisition
Resisting Ring/ Inherited Ring	5	1	Magic Defense 50/150	Amber Fragment	20 Defense +5	Magic Defense ×1.07	312	78	[Treasure Chest] Aval (1)
Void Ring/ Ring of Void Rejection	6	1	Magic Defense 43/122, Attack Power 11/31	Amber Fragment	61 Non-elemental Damage Reduction +4%	5% chance to nullify non-elemental damage	324	81	[Treasure Chest] Titania (1)
Fire Ring/ 劫Ring of Fire	8	2	Magic Defense 49/129, Magic Attack 12/31	Amber Fragment	66 Fire Attribute Damage Reduction +4%	Nullifies Fire Attribute Damage at 5%	360	90	【Treasure Chest】 Hera Visa
Earth Ring/ Rifted Ground Band	12	3	Magic Defense 61/141、Defense 15/34	Fragment of Calcite	66 Earth Attribute Damage Reduction +4%	Nullifies Earth Attribute Damage at 5%	468	117	[Treasure Box] Western Laban Cave
Aqua Ring/ Turbid Current Barrier	15	4	Defense 87/187	Fragment of Calcite	71 Water Attribute Damage Reduction +4%	Negate Water Attribute Damage at 5%	576	144	[Treasure Chest] Karisu Lake Road
Wind Ring/ Cyclone Barrier	17	5	Magic Defense 75/154, Concentration 19/39	Fluorite Fragment	71 Wind Attribute Damage Reduction +4%	Nullifies wind attribute damage by 5%.	660	165	【Treasure Chest】 Royal Capital Underground Passage
Burning Charm/ Burning Check	19	6	Spell Defense 76/151, Attack 25/49	Fluorite Fragment	380 Fire Damage Reduction by 40%	火傷攻撃のダメージを20%軽減	756	189	[Treasure Chest] Seat of the Sacred Lord
Slow Charm/ Slower Check	21	7	Defense 81/156, Defense Power 27/52	角閃石の欠片	385 Daze effect reduced by 40%	Stun attack damage reduced by 20%	864	216	[Treasure Chest] Westar Mines
Paralyze Charm / Paralyze Check	24	8	Defense 89/163, Attack 30/55	角閃石の欠片	390 Paralysis effect reduced by 40%	Paralysis attack damage reduced by 20%	1056	264	【Treasure Chest】Nord Marsh
PoisOn Charm / Poison Check	28	9	術防御134／234	Pauline Stone Fragment	395 Poison Effect Reduced by 40%	Poison Attack Damage Reduced by 20%	1380	345	【Treasure Chest】 Izult
Waste Charm / Waste Check	32	10	Defense 111/186, Orthoclase Concentration 37/62 Frag	ment	400 Fatigue Effect Reduced by 40%	Fatigue Attack Damage Reduced by 20%	1776	444	【Treasure Chest】 Titania (2)
Force Ring/ Mind Power Ring	36	10	Defense 163/263	Pauline Stone Fragment	143 Defense +8	Defense 1.1x	2292	573	【Treasure Chest】 Folders Ruins
Beast Ring/ Beast Guardian Circle	40	11	Magical Defense 129/201, Attack Power 48/75	Quartz Fragment	261 Against “Beast” Resistance +12%	「Beast」 EXP +40% upon breaking through	2976	744	【Treasure Chest】 Plunaha Lake Shore Cliff Path
Crust Ring/ Armored Guardian Circle	43	12	Magic Defense 137/209, Attack 51/78	Quartz Fragment	276 Against "Shell"性能 +12%	Defeating "Shell" yields Experience +40%	3624	Available at 906 Shop	
Infini Ring/ Indeterminate Guardian Circle	47	13	Magic Defense 148/220, Defense 55/82	Turquoise Fragment	276 Against "Amorphous" Performance +12%	“Amorphous” When Defeated Experience +40%	4716	1179	【Treasure Chest】 Baild Marsh
Appad Ring/ Legless Guardian Circle	50	14	Defense 214/314	Turquoise Fragment	290 Against "Legless" Performance +12%	“Legless” When Defeated Experience +40%	5724	1431	【Treasure Chest】 Vein
Pinnion Ring/ Winged Guardian Circle	54	15	Magic Defense 166/238, Radiant Silver's Focus 62/89	Fragment	305 Against "Winged" performance +12%	“Winged” When Defeated Experience +40%	7452	1863	The enemy: Golden Bat, Mithril Gigant
Barrier Ring/ Barrier Ring of the Mystic Wall	58	15	Defense 243/343	Golden Chunks 290	Defense +15	Magic Defense 1.15x	9684	2421	【Enemy】 Lizard Paladin
Ceria Ring/ Beastman Guard Rune	62	16	Magic Defense 180/250, Attack 77/106	Golden Lump 363	vs. “Beastman” Attribute +12%	Beastman Defeated EXP +40%	11184	2796	【Enemy】 Extreme North Meteor
Armor Ring/ Armor Guard Rune	76	17	Magic Defense 216/286, Magic Attack 92/121	Fragment of the Ultra-Hard Stone	378 Against “Armored” performance +12%	“Armor” When Defeated, Experience +40%	13092	3273	The enemy: Golden Bat, Mithril Gigant
Undead Ring/ Undead Guard Rune	78	18	Magic Defense 221/290 Defense 95/125	Fragment of the Ultra-Hard Stone	394 Versus “Undead” Performance +12%	“Undead” When Defeated, Experience +40%	13368	3342	The enemy: Golden Bat, Mithril Gigant
Demon Ring/ Demon Guard Rune	85	19	Magic Defense 341/441	Platinum Mass 469	vs “Demon” Performance +12%	The「Demon」when Defeated Experience Points +40%	—	3582	【Enemy】 Golden Bat
Dragon Ring/ Ancient Dragon Guard Rune	90	20	Magic Defense 251/320 Concentration 108/138	Fragment of the Ultra-Hard Stone	424 Compared to “Dragon” Performance +12%	Dragon defeat Experience Points +40%	—	3750	【Enemy】 Mithril Gigaunt
Nameless Ring/ Unmoved True Circle	97	21	Defense 385/485 Void Mass 877		At the start of battle for 7 seconds Becomes invincible	During invincible time, Secret Techniques The required BG decreases by 1	—	【Enemy】 Mithril Gigaunt, and set Shop Rank to 13 and set it to 14	

⑨ Boots

Footwear

Equippable Characters — All Members

Name	Lv.	Rarity	Performance	Materials	Dexterity	Master	Enhancement	Buy Price	Sell Price	Acquisition
Battle Boots/ Lone Heroic Boots	5	1	Focus 50/150	Amber Fragment	35	Focus +5	Concentration 1.07x	309	77	【Treasure Chest】 Titania (1)
Amber Boots / Orange Amber Boots	8	2	Concentration 49/129, Defense 12/31	Amber 欠片	61	Item usage prohibited time Gummies/Bottles Reduction of duration +12%	Healing effect +3%	357	89	Available for purchase in the shop
Calcite Boots / White Boots of Calcite	15	4	Concentration 69/148, Attack power 18/38	Calcite 欠片	85	When HP is at 8% or lower, concentration increases, magic techniques Concentration increase +30% added; fatigue in the initial stage adds a hit		571	143	[Treasure Chest] Karisu Lake Road
Froel Boots/ Fluorite ash boots	22	6	Concentration 87/164, Magic Defense 25/47	Fluorite Fragment	71	When breaking soul, BG increase by 1.1x	Maximum BG + 1	916	229	【Treasure Chest】 Brigette Valley
Amphiboots/ Katsura Boots	29	8	Concentration 105/181, Katsura石の Magic Attack 32 / 55	Fragments	112	After charging, recovery spell recovers after 5 seconds Recovery rate increases by 30% of the 12% increment When HP is 8% or less, spell defense increases; spell technique Spell Defense +30% added; first stage adds a powerful poison hit Against stunned enemies, 1% chance to defeat with a single hit		1464	366	Purchase in Shop
Feld Boots/ Long-Lasting Yellow Boots	36	10	Focus 124/200, Olivine's Defense 39/62	Fragment	111			2273	568	【Treasure Chest】 Aldina Prairie
Quartz Boots/ Quartz Shoes	43	12	Focus 141/216, Attack Power 47/72	Quartz Fragment	128	Stun duration on enemies 1.1x		3594	899	【Treasure Chest】 Bailu Swamp
Topaz Boots / 黄玉の掲靴	50	14	Concentration 158/231, Magic Defense 56/82	Turquoise Fragment	130	Reduces SG consumption by 50% at 5%	When Vulnerability Chain is activated, SG recovery increases by 10%	5676	1419	Purchase at Shop
Mithril Boots/ Silver漆 Boots	57	16	Concentration 174/246, Radiant Silver Magic Attack 65/92 Fragments		283	Stun time against enemies 1.16x	Against stunned enemies, 2% chance to instantly defeat	8985	2246	Purchase in Shop
Adamant Boots/ Ultra-hard Sturdy Boots	70	18	Focus 207/279 Defense 80/107	Fragment of the Ultra-Hard Stone	156	When breaking Soul, there is a 6% chance you will not lose it	Break Soul HP recovery amount 1.2x	12174	3044	Purchase in Shop
Untitled Shoes/ Peerless Shoes	97	21	Concentration 385/485	Void Mass	934	Reduces SG consumption by half at 9%	When exploiting a weakness, Applied SG recovery increases by 10%	—	3957	【Enemy】 Mole Mole, Shop Rank to 12

Point Male Shoes

Equipable Character Rokuro — Rifiset — Issen

Name	Lv.	Rarity	Performance	素材	熟練度	Master	Enhancement	Purchase Price	Sale Price	Acquisition
Hard Shoes/ Sturdy Deep Shoes	13	3	Concentration 55/124, Defense: 24/54	Bronze Lump	168	Cannot use items time: gummy & bottle Reduction +16%	Healing effect +4%	487	122	[Enemy] Mall
Burning Dash/ Hot-blooded Japanese-style boots	20	5	Focus 74/143, Attack Power 32/62	Bronze Lump	183	Focus +8	Concentration 1.1x	777	194	【Enemy】 Boar God (2)
Spike Shoes/ 貫 Boots and Porcupine	27	7	Concentration 105/185, Attack Power 25/44	Black Silver Lump	144	Damage nullified is reflected at 7%	Reflected damage is recovered by 50%	1253	313	【Enemy】 Boar
Resistance Soles/ 冷厳なる霊靴	34	9	Focus 62/101, Magic Defense 94/154	Block Silver Lump	252	BG increase when Break Soul ×1.12	Maximum BG +2	1949	487	【Enemy】 Sand Molar
Protector Hopper/ Stony Iron Boots	41	11	Defense 90/140, 術Defense 90/140	Block Silver Lump	413	Item unusable time Gummies/Bottle Shorten by +20%	Recovery effect +5%	3062	766	【Enemy】 Immortal Calamity
Military High God of War's Thousand Mile Boots	48	13	Focus 83/123, Magic Attack 124/183	Golden Lump	401	When HP is 10% or lower, concentration increases, technique Concentration increase +30% added; fatigue adds on the first tier Against stunned enemies, 2% chance to defeat with a single blow		4872	1218	【Treasure Chest】 Bale Morass
Hypervelocity/ Ultra Fast Moment Boots	55	15	Concentration 209/299, Defense 23/32	Golden Lump	671	Stun Time Against Enemies 1.24x		7691	1923	【Enemy】 Wild Boar
Kaiser Road/ Cruciform Star Emperor Boots	62	17	Attack Power 128/178, Magic Attack 128/178	Gold Lump	496	Becomes invincible for 5 seconds at the start of combat	During the invincibility time, the required BG for Secret Arts decreases by 1	10811	2703	【Enemy】 Twin-tailed Fox
Gigant Foot / Footprints of the Giant	76	19	Defense 308/408	Platinum Lump	582	Focus +15	Concentration 1.15x	—	3164	【Enemy】 Solvieg
Turbulence / Phantom・Heat Mirage	85	20	Concentration 307/397, Defense against spells 34/43	Platinum Chunk	647	When Break Soul is activated, increase BG by 1.15x	Maximum BG +2	—	3463	【Enemy】 Tarrantism

Female Boots

Equippable Characters: Velvet, Magilou, Eleanor

Name	Lv.	Rarity	Performance	Material熟速度	Master	Enhancement	Purchase Value	Selling Value	Acquisition
Command Pumps/ Boots of the Battlefield	13	3	Focus 55/124, Defense 24/54	Bronze Lump 160	Focus +8	Focus multiplier 1.1x	475	119	【Enemy】 Marmot
Cute Pumps/ Fairy Love Shoes	20	5	Focus 74/143, Magic Defense 32/62	Bronze Lump 192	Item usage cooldown time Reduction +16%	Gummies/Bottles Healing effect +4%	757	189	【Enemy】 The First Spiral (2)
Cast Heal/ Cool Boots	27	7	Concentration 130/230	Slab of Black Silver 216	BG increase when Break Soul ×1.12	Maximum BG +2	1220	305	【Enemy】 Skunk
Feather Step/ Sincere Twin Wings	34	9	Focus 109/178, 攻撃力47/77	Block of Dark Silver 174	Becomes invincible for 3 seconds at the start of combat	During the invincibility time, the required BG for Secret Arts decreases by 1	1898	475	[Enemy] Naga
Runner's High/ 裂: Eukles Walking Shoes	41	11	Focus: 118/183, Defense: 63/97	Block of Dark Silver 354	When HP is at 10% or lower, Armor Magic Defense increases by 30% as an additional effect	術 Defense rising technique – First tier adds a hit of poison	2983	746	【Treasure Chest】 Folders Ruins
Jet Hovers/ Instant Shoes Sonic Burst	48		Concentration 207/307	Gold Chunk 467	Item Use Time Reduced +20%	Gummies & Bottles Recovery Effect +5%	4746	1187	[Enemy] Abundant Sprite
Vibar Eyes/ Tomorrow's Wind for Tomorrow's Shoes	55	15	Concentration 174/249, Defense 58/83	Gold Chunk 431	7% to halve SG consumption	Weakness Synchronization, Refund SG increases by 10%	7492	1873	【Enemy】 Hell Lady
Pegasus Wing/ Heavenly Sacred Shoes of the Celestial Horse	62	17	Concentration 154/213, Magic Defense 103/143	Block of Gold 539	When breaking soul BG increase multiplier 1.15x	Maximum BG +2	10532	2633	【Enemy】 Seed of Prosperity
Segment Floor/ Destruction Dance Shoes	76	19	Concentration 216/286, Magic Attack 92/121	Block of Platinum 563	Charge effect Activation speed increases by 15%	Restore: After 5 seconds, recover an additional 50% of the amount restored	—	3082	【Treasure Chest】 Stairway to Heaven
Elis the Queen / Benevolent Mother · Safety	85	20	Focus: 256/331, Attack: 85/109	Platinum Lump 616	Focus +15	Concentration 1.15x	—	3373	Enemy: King Cobra

Materials

3 Enhancement Materials

Name	Explanation	Purchase Value	Selling Value	Main methods of obtaining
Amber Shard	Amber Blade and other equipment containing amber can be dismantled to obtain basic materials for equipment enhancement	—	10	[Harvest] Western Laban Caverns, Brunak Plateau, Vortigan, Zexon Port and others, [TL] 5000 coins
Fragment of Calcite	Calcite Dagger and other equipment containing calcite can be dismantled to obtain basic materials for equipment enhancement	—	40	【Acquisition】 Zexon Port, Dana Street, Rogres, Garis Lakeside Road, etc. 【TL】 7500 sheets
Fluorite Shard	Basic materials for equipment enhancement obtained by dismantling equipment that contains fluorite, such as Flowrleaf	—	70	【Harvest】Brigidt Gorge, Westor Mine, Lenid, Nog Marsh, etc., 【TL】 10000 sheets
Chalcopyrite fragments	Basic materials for equipment enhancement obtained by dismantling equipment that contains chalcopyrite, such as Anflettes	—	100	【Harvest】 Dana Road, Westor Mine, East Rabin Cavern, Rolarine, etc., 【TL】 12500 sheets
Fragment of Orthoclase	Feldspar, such as anorthite, basic materials for equipment enhancement obtained by dismantling equipment that contains albite	—	130	【Harvest】 Titania, Vigar Snowfield, La、Heraviesa, Garike Road etc., 【TL】 15000 sheets
Quartz fragments	Quartz vests, basic materials for equipment enhancement obtained by dismantling equipment that contains quartz	—	160	【Harvest】 Titania, Westor Mine, Purnaha Lakeside Cliff Road etc., 【TL】 17500 sheets
Jade Fragment	Topaz garments, basic materials for equipment enhancement obtained by dismantling equipment that contains beryl	—	190	【Harvest】 Westor Mine, The Karis, Cazland, Gai Burg Ice Field etc., 【TL】 20000 sheets
Shining Silver fragments	Myrrh Boots, basic materials for equipment enhancement obtained by dismantling equipment that contains gleaming silver	—	220	【Harvest】 Throne of the Holy Lord, Westor Mine, Zamalu Bell Grotto, Kiralus Volcano etc., 【TL】 22500 sheets
Fragment of a super-hard stone	Equipment strengthened by disassembling gear that contains super-hard stones, such as Adamant Earrings, to obtain basic materials for equipment enhancement	—	250	【Harvest】 Westor Mine, 【TL】 60000 sheets
“Bronze 塊	Rarity 1 to 6, mainly rare equipment items dropped by certain enemies, materials obtained by disassembling equipment enhancement	—	40	[Gathering] West Labaan Cave, Brunak Plateau, Vortigan, Zexon Port, etc., [TL] 6000 sheets
Black Silver Lump	Rarity 7 to 12, mainly rare equipment items dropped by certain enemies, materials obtained by disassembling equipment enhancement	—	120	[Gathering] Titania, Figal Snowfield, Helaviysa, Dawn Road, etc., [TL] 12000 sheets
“Golden Lump”	Rarity 13 to 18, mainly rare equipment items dropped by certain enemies, materials obtained by disassembling equipment enhancement	—	200	[Gathering] Titania, the Seat of the Saint, Vester Mine, Zamal Bell Mine, etc., [TL] 18000 sheets
Platinum Lump	Rarity 19 to 20, mainly rare equipment items dropped by certain enemies, materials obtained by disassembling equipment enhancement	—	280	[Gathering] Vester Mine, [TL] 24000 sheets

Name	Explanation	Purchase Value	Selling Value	Main methods of obtaining
Void Lump	Equipment enhancement materials obtained by disassembling rare equipment with rarity 2 1, which are mainly dropped by certain enemies	—	280	[Gathering] Vester Caverns, [TL] 60,000 sheets
Odorless Liquid	Materials for equipment enhancement obtained by disassembling equi pment with no random skills attached	—	30	[Gathering] Burnak Plateau, West Laban Cave, Fortigan , Zexon Port, etc., [TL] 6,000 sheets
Slightly Scented Liquid	Materials for equipment enhancement obtained by disassembling equipment that has a rank 1 random skill attached	—	10	[Gathering] Titania, Dana Road, Rogresh, Westa Mi ne, etc., [TL] 12,000 sheets
Fragrant liquid	Disassembled equipment with rank 2 random skills to obtain eq uipment enhancement materials	—	40	[Gathering] Titania, Galis Lake Path, Vester Mine, Islt, etc., [TL] 18,000 sheets
Aroma-tinged liquid	Disassembled equipment with rank 3 random skills to obtain equ ipment enhancement materials	—	70	[Gathering] Zamarl Bell Caves, Kiralaus volcano, Eight-Headed Dragon Kanuna shi [TL] 24,000 sheets
Smelly liquid	Disassembled equipment with rank 4 random skills to obtain equ ipment enhancement materials	—	100	[Gathering] Vester Mine, [TL] 60,000 sheets
Low-grade refinement powder	Equipment enhancement materials obtainable by disassembling equipment with enhancement levels 1 to 3	—	10	【Gathering】 Titania, Rogue-less, Underground City, Rogue's Retre at, among others, 【TL】4000 sheets
Medium-grade Enchanting Powder	Equipment enhancement materials obtained by disassembling equipment with enhancement lev el 4–6	—	100	【Gathering】 Titania, Figar Snowfield, Heravisa, among others, 【 TL】12000 sheets
Advanced Alchemy Powder	Equipment enhancement materials obtained by disassembling equipment with enhancement lev el 7–9	—	1000	【Gathering】 The Throne of the Saint, Vester Mine, Zamarl Bellcave, Curse Land, Dana Road, among others, 【TL】36000 sheets

Ingredients

Name	Description	Purchase Value	Selling Price	Main methods of obtaining
Uriboa ribeye	Slices of Uriboa ribeye. Used for "Uriboa Sausage"	48	12	【Collection】 Heravisa, Biaslei, Cadnix Port, Lenid , Isurt
Nutmeg	A spice used to remove the odor of meat or fish. Used in "Ur iboasōsēji"	48	12	【Collection】 Abar, Heravisa, Biaslei Port, L、Zexon orgres, and others
Mysterious Meat	Mysterious meat whose type is unknown. Used in "Dwaafu Bikk uri Han" "Baagu"	—	1	【Collection】 Cadnix Port, Lenid, Stoneberry
Bread Crumbs	Crusted bread broken into crumbs. Used in "Dwaafu Bikkuri Hanbāgu"	—	1	【Gathering】 Zekson Port, Lorgress, Cadnix Port, Lene ed, Lowrayne, etc.
Mall Meats	Meat of moles is also used in traditional medicine. Used in "Three-Combination Ground Meat Ragù Sauce"	—	1	【Gathering】 Cadnix Port, Lenied, Stoneberry, Mailsio
Grape Hearts	Juice of grapes. Produced in various regions. Used in "Three-Combin ation Ground Meat Ragù Sauce"	—	1	【Gathering】 Heravisa, Biazlei, Worthigan, Zekson Port, etc.
Boar meat	Meat of wild boar. Flavor is close to pork. Used in "Tomato Stewed ..."	—	1	【Gathering】 Lenied, Isult, Stoneberry, Lionel Island Pier
Tomato	It is used in various dishes around the world. It is used in 'Boosa gi's Tomato Stew'.	—	1	【Gathering】 Avall, Zekson Port, Lorgress, Lowrayn e, Isult, etc.
Albatross meat	Albatross thigh meat. It has a distinctive flavor that appeals to connoisseurs. Us ed for "Albatross kara-age."	—	1	【Gathering】 Lenied, Isult, Stoneberry, Lionel Island Pier
Garlic	It is said to have nourishing and strengthening effects. Used for "Albatros s kara-age."	—	1	【Materials】 Aval, Biazrei, Cadnyx Port, Lenid, includin g Izulto, etc.
Tail meat of a lizard	Fresh, flavorful lizard tail meat. Used for "Thick-cut Liza rd Tail Meat Steak."	—	1	【Gathering】 Stoneberry, Mailshio
Black pepper	Piquant spices with antibacterial and preservative properties. Used f or "Thick-cut Lizard Tail Meat Steak."	—	1	【Gathering】 Aval, Heravissa, Vortigan, Zaxon Port , etc.
Wyvern Meat	Unless cooked, it is hard and inedible. Used for "Tender Sim mered Tendons"	—	1	【Gathering】 Mailshio
Junmai Shin Sui	A clear broth made only with rice and koji, without additives. Used for "Tend er Simmered Tendons."	—	1	【Gathering】 Heravissa, Biazrei, Vortigan, Zaxon P ort, etc.
Legendary tofu	The legendary tofu craftsman made a phantom delica cy. The \"Mapo Curry Bun\" uses a legendary doubanji ang passed down from a secluded village. The carrot s haped similarly to Norumin is used in the \"Norumin C arrot Juice Fresh Press\".	1120	280	280 purchased at Shop
Legendary Doubanjiang		1120	280	[Gathering] Zekson Port, Izult
Norumin Carrot		—	1	[Gathering] Biazley, Zekson Port, Rogress, Renid, Izult and others
Rock salt	Rock salt mined from ancient strata. Used in the fresh press of the N orumin Carrot	—	1	[Gathering] Avar, Heravyssa, Voirtagan, Zekson Port an d others
Spinach	Because it has a lot of impurities, heating is essential. Used for the "Kurau-ke no Tokusei Kic- Sho" (Kurau family's special quiche)	880	220	【Collection】 Avar, Biazurei, Izulto, Norumin Island
Cold-pressed milk	Fresh milk. Used for the "Kurau family's Special Quiche"	880	220	【Collection】 Stoneberry, Norumin Island
Celery	In ancient times, it was used as medicine. Used for the "Baribo vegetable Bernie Caudade" (Baribo vegetable' s Barni cauda)	—	1	【Collection】 Avar, Stoneberry, Norumin Island
Anchovy Pickled in Salt	Salt-pickled fish from the anchovy family. Used for the "Bari bo vegetable's Barny Cauda"	—	1	【Collection】 Heravi-sa, Izulto, Stoneberry, Tarie Shin

Name	Description	Purchase Value	Selling Price	Main methods of obtaining
Secret miso	Made with a secret method. The clarified rice used in “Secret Miso Miso Oden” is fermented at low temperature for a long period to produce suiwai. Used in “Secret Miso Miso Oden”.	—	1	[Collection] Zexon Port, Kadnix Port, Stoneberry
Daiginjo junmai suiwai		—	1	[Collection] Heravia, Voritigian, Zexon Port, Lorgres, Izuru
Cabbage	There are varieties that do not clump. Used in “Crispy Cabbage Vegetables Stir-fry”	—	1	[Collection] Izuru Island, Stoneberry, Norumin Island
Worcestershire Sauce	Sauce made by fermenting vegetables and fruits with vinegar. Used in “Crispy Cabbage Vegetables Stir-fry”.	—	1	【Collection】 Heravisa, Zexon Port, Isult
Zucchini	Cucumber-like, but actually a member of the pumpkin family. “Neko Emperor “Ratatouille of the Emperor” used	—	1	【Collection】 Avall, Rogres, Isult, Stoneberry, Taliesen and others
Olive oil	Oil pressed from fresh olives. Used in “Ratatoille of the Neko Emperor”	—	1	【Collection】 Heravisa, Zexon Port, Kadniks Port, Isult, Stoneberry
Potato	Native to high mountains, grows well even on rough terrain. Used in “Coarse-Pounded Potatoes Salad”	—	1	【Collection】 Avall, Heravisa, Beazurey、Zexon Port, Rogres, etc.
Mayonnaise	Sauce made from eggs, vinegar, and oil. Used in “Coarse-Pounded Potatoes Salad”	—	1	【Collection】 Heravisa, Stoneberry
Conchiglie	Cute pasta shaped like a seashell. Used for "Shell Pasta Minestrone."	—	1	【Harvest】 Izult, Stoneberry
Golden Bouillon	Bouillon that shines gold. It is widely consumed in the Minestrone with Shell Pasta, and has regional specialties. Used in “Mapo Ka” and “Ray”	—	1	【Treasure Chest】 Stairway to the Sky
Tofu		240	60	Purchase at Shop
Douban Bite	A seasoning made by fermenting chickpeas with chili peppers. Used in “Mapo” and “Curry”	240	60	【Harvest】 Vortigan, Izult
Swift Rice, Mussel	A local specialty branded rice from a certain region. Used in "Dog God’s Paella"; features a shell with a bluish-black tint. Also used in the Fluffy Milk brand from the Fluffy Tribe for "Fluffy Ice Soup with Potatoes" thrill. (Note: The line breaks and context imply product names; translated to natural English while preserving meaning.)	—	1	【Gathering】 Lowraine, Stoneberry
		—	1	【Gathering】 Izult, Hariya
Fluffy Milk		—	1	【Gathering】 Stoneberry, Normin Island
Green Onions	An aromatic vegetable related to leeks. Used in "Chilled Fluffy Potato Soup"	—	1	【Gathering】 Avall, Biazzle, Stoneberry, Normin Island
Fantasy Bird Egg	Mysterious and valuable egg of a mythical bird. Used in "Omelette with Imaginary Bird Eggs"	—	1	【Gathering】 Stoneberry, Normin Island
Tomato Ketchup	A sauce made by simmering tomatoes with spices. Used in "Omelette with Imaginary Bird Eggs"	—	1	【Gathering】 Stoneberry
Ikura	Actually, ikura refers to fish eggs in general. It is used in "Pirate King's Seafood Donburi".	—	1	【Chest】 Stairway to Heaven
Honjozo Soy Sauce	A traditional brewed soy sauce made by the Honjozo method. It is used in "Pirate King's Seafood Donburi".	—	1	【Treasure Chest】Stairway to Heaven
Tuna	If you stop swimming you will suffocate. Used in "Seasonal Fresh Fish Pirate Platter".	—	1	【Gathering】 Izult, Hariya, Tarielshin, Meilshio, Neko Nin no Sato
Super Oil	The seasoning that should be called the soul of the Japon region. Used for “Seasonal Fresh Fish” in the serving.	—	1	Harvesting: Vortigan, Zexon Port, Kadnicx Port, Izult
Octopus	In a certain region, it is feared as the demon fish. Used as okonomiyaki sauce for “Takoyaki.” It pairs well with Takoyaki. Used for the shell of a very beautiful nautilus. Used in “ahijo” with the rainbow nautilus.	360	90	Purchase at Shop
Okonomi Sauce		360	90	Purchase at Shop
虹色オウムガイ		—	1	Different Sea: Sodiann Peninsula
Virgin Olive Oil	Olive oil produced with a traditional pressing method. Used in “Rainbow Nautilus”’s Ajillo.	—	1	Different Sea: Sodiann Peninsula
Twin sharks	A mysterious ancient fish endemic to a region. Used for “Twin Sharks’ Mu_niel.”	—	1	【Gathering】 Mairushio, Catnip Village
Lemon	Promotes lipid metabolism, so it pairs well with fried foods. Used in “Twin Sharks’ Meunière.”	—	1	[Gathering] Avall, Rowlain, Izult, Stoneberry
Dream Salmon	A mysterious herring that migrates along the coastal waters of a region. Used in “Refreshing Marinade of Dreaming Herring.”	—	1	【Gathering】 Izult, Hariya, Tarielshin, Meilshio, Neko Nin no Sato
balsamic	Vinegar made from grapes. Used in “Refreshing Marinade of Dreaming Herring.”	—	1	【Unknown Sea】 Day-Night Island Nahatorテン
Giant squid	A very large squid, truly the king of squids. Used for “Giant Squid’s S...” in one fish pizza.	—	1	【Treasure Chest】Stairway to Heaven
Long-Aged Premium Cheese	Premium cheese aged for a long period. Used in "Giant Squid Seafood Pizza"。	—	1	【Treasure Chest】 Stairway to the Sky
Barbatos Butter	Butter crafted with care by sturdy warriors. Used in "Fierce Warrior's Palmié".	—	1	【Unknown Sea】 Barbatos Archipelago
Sugar	Common sugar. Very sweet. Used in "Fierce Warrior's Palmié". Vanilla is hard to cultivate and thus very precious. Used in "Rich Soft Cream".	—	1	【Harvest】 Abar, Heravisa, Vortigan, Zekson Port, etc.
Vanilla Bean		—	1	【Gathering】 Stoneberry, Normin Island
Rich Premium Milk	Premium milk pressed from carefully selected cows. Used in "Rich Soft Cream".	—	1	【Gathering】Norumin Island
Melon	King of fruits. Used in "Fruit-Ran Heaven Parfait".	—	1	【Gathering】 Raurain, Isuruto, Norumin Island
Chocolate Sauce	Melted chocolate sauce. Used in "Fruit-Rich Heaven Parfait".	—	1	【Gathering】Norumin Island

8 Matrices for Exchange

Name	Explanation	Purchase Value	Bright Value	Main methods of obtaining
Damaged Copper Coin	A copper coin that is chipped. So-called sen, worth only a few cash	—	5	【Adopt】 Avalar, Tranquil Forest, Titania, Heravysa Others
Ancient Coin	Ancient, dirty silver coins cast centuries ago. Even now, purely as "silver," they still hold some value.	—	20	【Adopt】 Avalar, Tranquil Forest, Titania, Heravysa Others
Fan-tail Grass	A type of medicinal herb that grows all over the world. The price is low, but it can be sold as an ingredient for medicines.	—	10	【Gathering】 Avar, the Forest of Calming, Pigal Snowfield, Heravi Sa ho ka
Ten-thousand-year Mushroom	A medicinal mushroom also famous as "Lingzhi." If you collect and sell it, you can fetch a decent price.	—	23	【Gathering】 Forest of Calming, Xila Band Cavern, Brigit Valley, etc.
Beautiful seashells	Seashells with beautiful colors. They can be used as materials for decorations, so they have value when sold.	—	12	【Gathering】 Avar, the Brunarak Plateau, Zexon Port, Garris Lake Path, etc.
Coral Branch Fragments	Fragments of coral treated as gemstones. Because they are small, each piece is not highly valuable on its own.	—	18	【Gathering】 Makril Beach, Hariya, Manan Coral Reef, Cirsland
Relic Fragments	Fragments created by the collapse of ruins and hoards. They are small in number but have archaeological value, and can be sold for a price in principle.	—	7	【Gathering】 Forest of Calming, Titania, Royal Capital Underground, Shrine of the Lord's Seat, etc.
Small ore	A small stone containing rare minerals. There are surprisingly many collectors, but its value is still low.	—	11	【Gathering】 Forest of Calming, Titania, Heraviysa, Hadlow Swamp Caves, etc.
Flame stone shard	Shards of flame stones produced during mining. Collecting and selling them hardly yields any actual benefit.	—	2	【Gathering】 Titania, Pigal Snowfield, Heraviysa, Biazlei, etc.
Gem Raw Ore	A gemstone rough with decent quality and size. If sold, you'll get a decent amount in total.	—	21700	【Gathering】 Titania, Heraviysa, Vortigan Lowgrest, etc.,【TL】 2500 sheets
Dried fish	A local specialty. Can be sold at shops.	—	75	【Gathering】 Izult, Hariya, Taryeshin, Cat Nation Village
Flower badge	Ordinary badge. There are several types, but no special effects. A popular embellishment for intricately made sweets. In particular, the spider miniature is considered a rarity.	—	110	【異海】 Gemini Islands Diomel
Miniature Animals		—	160	【異海】 Exphia Sea of Gods
Commonly known as Delicious Delicious Levi	A food sample, a collectible item that appeals to connoisseurs	—	210	【Sea异】 Oni Sea Asra
Eclipse Tear	Having it is said to bring good luck... but the real item should be extremely valuable	—	235	【異海】 Canonno Spring Summer Autumn Island
Mini King's Bust	A souvenir from a certain museum	—	275	【異海】 Norumin Archipelago Sea
眠り姫の絵本	A fairy tale picture book from a certain region	—	325	[Different Sea] Offshore volcanic island Soma
Maneki-neko	A lucky charm. Each region has its own characteristics, and there are specialized collectors as well	—	385	【Unknown Sea】 Barbatos Archipelago
Ao Moon Stone	A common-looking stone. The giver's intention is important for these	—	450	[Different Sea] Folse Archipelago
The Princess Story Masterpieces	A book collecting princess stories from a certain region	—	500	[Different Sea] Amarthia Subcontinent
Gemini Shell	A beautiful seashell believed to be a talisman for matchmaking	—	550	[Different Sea] Breaths-Arts Sea Area
Melomelo Kou	A perfume with a strong odor	—	625	【異海】 Centurion Fragment Island
Rondaou Language Dictionary	A dictionary of a rare language伝 to a地方 passed down in a certain region	—	700	【異海】 Tipuo Island
Cricri	Cat Dash!	—	875	【異海】 Kursnuk Island
Special flag	The flag carried by those who lead. The notes read: "Lives remaining cannot be increased"	—	1125	【異海】 Great Continent Kritia
Tataru grass	A grass that grows only in a specific gorge of a certain region. It glows in the dark and has a mysterious property	—	1375	【異海】 Choogle Island
Lovey Gummy	Unknown gummy whose recipe and effects are a mystery. When you eat it, somehow your heart races.	—	2000	【Unknown Sea】 Day-Night Island Nahatorテン
Ukiyo-e	Woodblock prints made with a regional technique. Those produced in a certain Shinobi village are especially popular.	—	3250	【異海】 Arvain Continent
Lens	A substance found in various places around a region. It itself exudes a mysterious power.	—	5000	Different Sea: Sodiann Peninsula
GPS	Tools used by pirates from a certain region. It seems to be able to measure latitude and longitude, but I have no idea how to use it.	—	7500	【異海】 Quicky Peninsula
Pirate Flag Anonymous Pirate	Flag of the異海 pirates who raid aiming for cargo. You will receive a reward through the shop as proof of repelling them.	—	150	【異海】 Raymon Storm Sea
Pirate Flag of the Sturm Sea: Proof that the Sturm Pirates were defeated by the Storm Sea. Like a raging tempest, it seizes all from the	pirate gang, leaving no mercy even for a single strand of hair.	—	225	【異海】 Gemini Islands Diomel
Pirate Flag of the Siren Sea — Proof that the "Siren Pirates" have been repelled. A pirate band composed only of women, a female-onl	y crew. Their seductive singing bewilders their opponents.	—	325	【異海 】 Exphia Sacred Sea
Pirate Flag Sea Serpent faction	Proof that you defeated the "Sea Serpent Faction." The prey you target is pursued relentlessly. Extremely tenacious	—	425	【異海】Demon Sea Asra
Pirate Flag Drake Trading Company	Proof that you defeated the "Drake Trading Company." The company is merely a name; their procurement of goods basically means taking them from people	—	475	【異海】 Canonno Spring Summer Autumn Island
Pirate Flag Mirage Sea "Mirage Pirate Group" defeated. Mirage-like and elusive in actions; a notoriou	s pirate group. Rumored to be a phantom ship	—	550	【異海】 Norumin Archipelago Sea
Pirate Flag Barracuda Sea "Barracuda Pirates" defeated. Ferocious and aggressive. They won't hesit	ate to settle things with their fists	—	650	[Different Sea] Offshore volcanic island Soma

Name	Descri	Purchase Value	Selling Value	Main methods of obtaining
Pirate Flag: Hound Hunt Clan	ption Proof of defeating the 'Hound Hunting Party'. A pirate group specializing in attacking other pirates. This is not plunder, but a hunt.	—	775	【Unknown Sea】 Barbatos Archipelago
Pirate Flag Morrigan Pirate Group	Proof of defeating the 'Morrigan Pirate Group'. A pirate group led by three sisters who use suspicious magic. Feared as witches.	—	900	[Different Sea] Folse Archipelago
Pirate Flag Cachalot	Proof of defeating the 'Cachalot Pirate Group'. A pirate group that uses 'submersible vessels' that travel beneath the surface. Sometimes mistaken for whales.....	—	1000	[Different Sea] Amarthia Subcontinent
Pirate Flag Cataphract	Proof of defeating the 'Cataphract Pirate Group'. A pirate group that uses ships armored with steel plates. Like heavily armored cavalry advancing on the sea. Pirate	—	1100	[Different Sea] Breaths-Arts Sea Area
Flag Legionis Sea	Proof of defeating the 'Legionis Pirate Group'. A pirate group with an organization like an army, including ranks and a command system.	—	1250	【異海】 Centurion Fragment Island
Flag of the Pirate Atlas Pirate Group	Proof of defeating the 'Atlas Pirate Group'. Their flagship, Atlas, is extremely huge and is called a fortress on the sea.	—	1400	【異海】 Tipuo Island
Flag of the Pirates: Matatabi Pirate Crew	Evidence that the Matatabi Pirate Group has been defeated. The cat captain's world of cats Pirate crew. The flagship is Nyarchlas	—	1750	【異海】 Kursnuk Island
Flag of the Pirates: Magellan Sea Band of thieves	Proof that they defeated the "Magellan Pirate Crew." A pirate band that prefers adventure to piracy, and has a keen eye for valuable relics.	—	2250	【異海】 Great Archipelago of Kri tia
Pirate Flag Renault Pirate Group Pirate Flag Rommel Pirates	Proof that they defeated the "Runeau Pirate Crew." A unique pirate band that cherishes freedom and upholds chivalry. Their flagship is Frobeh.	—	2750	【異海】 Choogle Island
	Proof that they defeated the "Rommel Pirate Crew." The flagship Acht-akhot's firepower can blow away a small island...	—	4000	【Unknown Sea】 Day-Night Island Nahatorテン
Pirate Flag Wadatsumi Navy	Proof that they defeated the "Wadatsumi Fleet." The pirate crews of the Japon region bear a unique creed called "Bushidō."	—	6500	【異海】 Arvain Continent
Pirate Flag Nagumo Navy	Proof that they defeated the "Nagumo Fleet." Their flagship is the Akagi, a pirate ship that harnesses numerous flying creatures in its fleet.	—	10000	Different Sea: Sodiann Peninsula
Pirate Flag Oceani Pirate Group	Proof that they defeated the "Oceanus Pirate Clan." They lead a large armada consisting of 3,000 ships in total.	—	15000	【異海】 Quicky Peninsula
Marine Beast Materials	In the strange seas, gigantic creatures called Sea Beasts inhabit, posing a significant threat to vessels navigating	—	300	【異海】 Raymon Storm Sea
Spine of the Shock Fish	A gigantic migratory fish that swims at tremendous speed underwater. Its ramming horn can effortlessly tear apart large ships.	—	450	【異海】 Gemini Islands Diomel
錐 Shell of the Spiral Shell	The sea creature that migrates at ultra-high speed due to water current propulsion, an nautiloid relative. The spiral shell increases straight-line stability	—	650	【異海】 Exphia Sea of Gods
Blue Swiftfish Fin	A fish with large wing-shaped fins that glides over the water. Its flying ability is high, and it can rise to considerable heights by catching updrafts.	—	850	【异海】 Ghost Sea Asura
Armor-crab carapace	A gigantic crab that looks as if it could be a reef. This sturdy armor is impervious to ordinary cannons.	—	950	【異海】 Canonno Spring Summer Autumn Island
Wolf-tooth	A ferocious fish that hunts in packs like wolves. It is highly intelligent and understands that if a ship sinks, it can feed on it.	—	1100	【異海】 Norumin Archipelago Sea
Bombing Bird's Beak	A crow that nests on volcanic island peaks and lives in flocks. It drops explosive stones from above to repel enemies approaching the nest.	—	1300	[Different Sea] Offshore volcanic island Soma
Fierce Jaw Dragon Fang	A giant crocodile with a robust jaw. Among sea beasts with unique abilities, it is a orthodox melee fighter that relies on its own body. A drifting ship wandering through the fo	—	1550	【Unknown Sea】 Barbatos Archipelago
Haunted Ship Cat	ggy sea that gives off a sense of manliness. Haunting spirits and other apparitions are said to inhabit it, and those who see it are cursed.	—	1800	[Different Sea] Folse Archipelago
Scales of the Black Crystal Fish	A large fish with crystalline scales resembling obsidian. Its sharp scales can also be used as blades.	—	2000	[Different Sea] Amarthia Subcontinent
Head Carapace of the Rockhammer	An ancient fish with an external exoskeleton called a head carapace on its head. The carapace is extremely hard and said to crush rocks.	—	2200	[Different Sea] Breaths-Arts Sea Area
Feathers of the Lion-Headed Eagle	A gigantic bird whose wings can envelop a ship when spread. It soars from high above and abducts sailors along with the ship.	—	2500	【異海】 Centurion Fragment Island
鬼灯海月の毒針	A mysterious jellyfish drifting in the air. Its swarming form is beautiful, but it is dangerous to approach due to its potent venom.	—	2800	【異海】 Tipuo Island
Scales of the Thunder Fish	An ancient fish that emits powerful electric shocks when sensing danger. It harbors micro-organisms in its scales that generate electricity in the gaps.	—	3500	【異海】 Kursnuk Island
Ember butterfly powder	A gigantic butterfly that migrates across the sea. When enemies approach, it disperses flammable scale powder, sparking a raging storm of flames.	—	4500	【異海】 Great Archipelago of Kri tia
Finned fish dorsal fin	Large migratory fish with a flat, slender body like a sword. Its dorsal fin is a sharp blade, and it is said that nothing can cut it.	—	5500	【異海】 Choogle Island
The Red-Bearded King's Eye	An extremely gigantic squid. Its reddish tentacles resemble a beard, hence called Barboros (Red-Beard King)	—	8000	【Unknown Sea】 Day-Night Island Nahatorテン
The Whale of Yamato Whales	The Whale Beast of the Other Sea, among the largest in size. Since it is a object of worship, it is not hunted but enshrined as a sacred ritual	—	13000	【異海】 Arvain Continent
荒 Spine of the Storm Fish	A mysterious creature resembling a fish with many enigmas. It controls the weather and summons violent storms; the very existence is feared as a natural disaster	—	20000	Different Sea: Sodiann Peninsula
Shimmer of the Heavenly Bright Fish	A mysterious creature that flies high in the sky, resembling a fish. Its fin-like organs radiate a glow, tracing a beautiful wake	—	30000	【異海】 Quicky Peninsula

Mystic Crystal

Magic Crystal

Name	Effect	Acquisition Method
Basic Ability Magic Ice Crystal	Equipment will gain random skills that increase its base stats	[Enemy] Shieries (Main 7)
Mana Crystal of Life Drain	Equipment will have random HP recovery skills added	[Enemy] Oscar (Main 10)
Awakening Mana Crystal	Equipment will be granted a random skill that increases the amount of BG gained during Break Soul.	[Enemy] Guardian (Main 17)
Crafty Ice Crystal	Equipment will be granted a random skill that reduces the item cooldown time when using items.	Raise Shop Rank to 4.
Paralysis Ice Crystal	Equipment will be granted a random skill related to Paralysis.	【Enemy】 Sigre (Main 28)
Burn Injury Ice Crystal	Equipment will be granted a random skill related to Burn. Equipment will be granted a random skill related to Slow. Equipment will be granted a random skill related to Severe Poison. Equipment will be granted a random skill related to Fatigue. When Combat Rank is "Normal" or higher, equipment will be granted a random skill that provides an advantage against Beast, Carapace, Amorphous, Legless, and Winged races.	[Enemy] Mysterious Seraph (Main 21)
Slowness Ice Crystal		【Enemy】 Brigite Bandit (Main 27)
Severe Poison Ice Crystal		【Enemy】 Legendary Wyvern (Main 31)
Fatigue Ice Crystal		【Enemy】 Evil Spirit Mihini (Main 36)
Racial Attribute Magic Ice Crystal - Earth		【Enemy】 Venom Lizard (Main 34)
Racial Attribute Magic Ice Crystal - Heaven	When Combat Rank is "Normal" or higher, equipment will be granted a random skill that provides an advantage against Demi-human, Armored, Undead, Fiend, and Dragon races.	【Enemy】 Xenomantis (Main 46)
属性威力の魔氷晶	When Battle Rank is at least "Normal", a random skill will be attached to equipment that increases the power of each attribute.	【Enemy】 Ghoul Ouroboros (Main 48)
Proficiency Magic Ice Crystal	When Battle Rank is at least "Second", a random skill will be attached to equipment that increases the speed of mastering master skills.	【Enemy】 Orc Kong (Type A Guardian Demon)
属性軽減の魔氷晶	When Battle Rank is at least "Second", a random skill will be attached to equipment that reduces damage taken from each attribute.	【Enemy】 Pill Bug (Type A Alert Daemon)
Reverse-turned magical ice crystal	When Battle Rank is "Second" or higher, equipment gains a random skill that significantly increases abilities when HP falls below a certain level. A random skill will be added.	[Enemy] Evil Plant (Type A Alert Daemon)
Magic Ice Crystal of Absolute Mitigation	When Battle Rank is "Hard" or higher, equipment gains a random skill that reduces final damage taken. will be added.	[Enemy] Harpy Lucky (Type A Alert Daemon)
Magic Ice Crystal of Half Consumption	When Battle Rank is "Hard" or higher, equipment gains a random skill that has a certain chance to halve SG consumption. will be added.	[Enemy] Dangerous Smell (Type A Alert Daemon)
Steel Spirit Ice Crystal	When Combat Rank is "Hard" or higher, equipment will be granted a random skill that allows activation during Break Soul with a certain probability without losing souls.	[Enemy] Kraken (Type A Alert Daemon)
Reflection Ice Crystal	When Battle Rank is "Evil" or higher, equipment gains a random skill that has a certain chance to reflect damage when damage is nullified. will be added.	[Enemy] Full Metal Bone (Type A Alert Daemon)
Consciousness Ice Crystal	When Battle Rank is "Evil" or higher, equipment gains a random skill that extends the stun duration when an enemy is stunned. skill will be added.	[Enemy] Chubby Rich (SUB 14 "Magilou's Troupe Goes On")
Energy Ice Crystal	When Battle Rank is "Chaos" or higher, equipment gains a random skill that reduces charge time generated by defense. will be added.	[Enemy] Gozu Tenno (SUB 22 "Broken Seraph")
Invincible Ice Crystal	When Battle Rank is "Chaos" or higher, equipment gains a random skill that makes it invincible for a certain period from the start of battle.	[Enemy] Titan (Type A Alert Daemon)
Phoenix's Demonic Ice Crystal	When Battle Rank is "Normal" or higher, equipment gains a random skill that has a certain chance to revive upon incapacitation. will be added.	[Enemy] Phoenix (SUB 18 "Norn Doll of Happiness ⑥")

◆ Demonic Wind Crystal

Name	Effect	Acquisition Method
Wandering Wind Crystal	Movement speed on the map increases by 10%. The effects accumulate with similar Mana Wind Crystals	Raise shop rank to 2
Hikyaku's Demonic Wind Crystal	Movement speed on the map increases by 10%. The effects accumulate with similar Mana Wind Crystals	[Enemy] Mercenary (Main 20)
Winged Speed Crystal of the Veda	Movement speed on the map increases by 10%. The effects accumulate with similar Mana Wind Crystals	【Enemy】 Glossaagit (Main 30)
Continuous Battle Sharpening Mana Wind Crystal	Unlock Continuous Battle Bonus of GRADE	【Enemy】 Ent Wood-Eater (Main 36)
Eyes of Thousand Miles Mana Wind Item	The number of unopened chests in the current area is displayed in the top-right corner of the screen	【Enemy】 Horus (Type A Patrol Enemy)
Critical Hit Mana Wind Crystal	In combat, Snap Charge becomes usable, and only attacks executed immediately after preparing a defense for 1 second or more have a double activation rate for probabilistic effects	【Enemy】 Red-eyed Swordsman (Main 9)
Soul Guard Mana Wind Crystal	In battle, Soul Charge becomes available, and if you hold a defensive stance for 1.5 seconds or longer, SG recovers by 30 (one soul drop)	【Enemy】 Teresa (
Defense Destruction Mana Wind Crystal	Main 14) In battle, Break Charge becomes available, and immediately after maintaining a defensive stance for 2 seconds, only the following attack can break the enemy's defense, with an increased stun rate. If this effect breaks the enemy's defense, sometimes souls pop out	【Enemy】 Eleanor (Main 25) So
Reverse-Linked Wind Crystal	When Battle Rank is "SECOND" or higher, every time you hit alternatingly the spell technique that corresponds to the enemy's attribute resistance and the attack that hits the weakness during aWeakness Chain, the damage multiplier from the Weakness Chain increases by 0.02	【Enemy】 Trickster (Type A Patrol Enem
Dangerous Encounter Wind Crystal	When the combat rank is "Normal" or higher, wandering enemies will appear	【Enemy】 Pirate Saint Spirit Slave (Main 15)
Floating Wind Crystal	When knocked back in combat, you can perform an aerial recovery by pressing the L1 button	【Enemy】 Bat Baron (Type A Alert Demon)
Mage Wind Crystal of Reversal Release	When Battle Rank is "Normal" or higher, pressing the R2 button at the moment the enemy's attack hits or the ground allows you to unleash a Break Soul without staggering in the Fourth-Type Control District Crustacean Hideout (you will take damage from the enemy's attack) to clear the dom	ain

Name	Effect	Acquisition Method
Instant Defense Magic Wind Crystal	You can halve the damage you receive at the moment the enemy's secret technique hits by pressing the L1 button. The effect is applied on every hit of the Judgment is rendered	【Enemy】 Serket (SUB 10 「Ro Crow Slash Demon Sword I)
Preemptive Attack Demonic Wind Crystal	Regardless of friend or foe, the probability of a probabilistic effect occurring from the first hit in battle is doubled. [Enem	y] Ouroboros (Type A Alert Malak) Depending
Mystic Arte Restoration Demonic Wind Crystal	on the number of consecutive hits when a Mystic Arte is activated, BG is recovered at the end of the Mystic Arte. The recovery amount is (number of hits ÷ 4)% of the BG consumed by the Mysti c Arte, with a maximum of 25%. [Enemy] Breed Wolf (Type A Alert Mala	k)
Survival Instinct Demonic Wind Crystal	Only when there is one Soul during battle, damage received is halved.	[Enemy] Gluttony (SUB 21 "Demon of Gluttony")
Finding Life in Death Demonic Wind Crystal	When a healing art is used on a character with 25% HP or less, the healing amount becomes 1.25 times.	【Enemy】 Dryad (Type A Alert Demon)
Evil Heart Demonic Wind Crystal	The "Evil" battle rank becomes selectable.	【Enemy】 Echidna (Type A Alert Demon)
Chaos Wind Crystal	The "Chaos" battle rank becomes selectable.	【Enemy】 Spectral Crystal (Type A Alert Demon)
Sword Leaf Demonic Wind Item	Velvet and Laphicet's cooperative Mystic Arte becomes activatable.	[Enemy] Basilisk (SUB 36 “Stairway to Heaven”) “Stairway to Heaven”
双 Fist Demonic Wind Crystal	Rokuro and Aizen's cooperative secret technique becomes available	[Enemy] Illdar YankaShu (SUB 36 “Stairway to Heaven”
Magical Wind Crystal of Spear Technique Development of Ma gic Wind Crystal of Skill Develo pment of Magic Wind Crystal	Magilou and Eleanor's cooperative secret technique becomes available If you have learned the derived techniques of the active技, you can activate the derived技 by long-pressing the activation button. If you have learned the derived術 of the active術, you can cast the derived術 by long-pressing the L2 button while waiting to activate	[Enemy] Fabneel (SUB 36 “Stair way to Heaven”) Set Shop Rank to 5 Set shop rank to 6
Magical Wind Crystal for activation expansion	L1 button presses with the attack button to enable activating a different technique. Technique set screen Fourth-type Administrative District Immortal-based密 dwelling page 2 setting area cleared	

Flame晶

Name	Effect	Acquisition Method
Middle-class Flame晶	Equipment will gain random skill at Rank 2	【Enemy】 Eleanor (Main 20)
Upper-class Flame晶	Equipment will gain random skill at Rank 3	【Enemy】 Medisa the Soul-Eater (Main 44)
Privilege-class Flame晶	At hard or higher, equipment will gain random skill at Rank 4	【Enemy】 Shenlong (SUB 26 「ザ Bida’s Method II’)
Middle-tier Flame晶	When the battle rank is “Normal” or higher, the probability that equipment will have a rank-2 or higher random skill is increased. ascending	【Enemy】 Spider Elizabeth (A-type alert duty)
Upper-range Flame晶	When the battle rank is “Normal” or higher, the probability that equipment will have a rank-3 or higher random skill is increased.	【Enemy】 Phantom (A-type alert demon)
Privileged Occupation Flame晶	When the battle rank is “Hard” or higher, the probability that equipment will have a rank-4 or higher random skill is increased.	【Enemy】 Jude (1) SUB 25 ‘In Search of the Mysterious Pengyong’)
Twin-blade Flame晶	When the battle rank is “Normal” or higher, up to two random skills can be granted to equipment.	【Enemy】 Elite Sword-and-Magic-Taker (Main 17)
Trident Spear Flame晶	When Combat Rank is 'Hard' or higher, equipment can be granted up to 3 random skills.	【Enemy】 Succubus Queen (A-type alert demon)
Clan-binding Flame晶	When Combat Rank is 'Normal' or higher, the probability of dropping items with the same na me as equipped items increases. This is only effective if the defeated enemy has a chance to drop an item with the same name as the character's equipped item.	[Enemy] Managarmr (Class A Alert Fiend)
Stacked Hit Flame晶	When Combat Rank is 'Normal' or higher, the proba bility of equipment dropped by defeated enemies being granted random skills identical to the master skills equ ipped by that character increases. [Enemy] Boss Troll (SUB 20) ('Mothers' Wish').	(
Shinō Shinō no Majengyō	When Combat Rank is 'Normal' or higher, th e probability of equipment dropped by defeated enemies being granted random skills identical to the rando m skills includ ed in the equipment of the character who defeated them increases. [Enemy] Leviathan (SUB 36) ('Stairway to Heaven').	
Crystal of Hope's Demonic Flame	When Combat Rank is 'Second' or higher, if no item is dropped in combat, the drop rate in the next combat in creases by 1%. [Enemy] Hanged Man (Wandering Enemy).	
Crystal of Orderly Demonic Flame	When Combat Rank is 'Hard' or higher, if the total number of possessed equ ipment items is less than 100, the drop rate increases by 1%. [Enemy] Queen Bee (Wandering Enemy).	
Crystal of Pioneering Demonic Flame	When Combat Rank is 'Hard' or higher, the probability of dropping equipment never obtained before incre	【Enemy】 Omantoohi (Wanderin g Enem y)
Demonic Flame Item of Yearning	ases. When Combat Rank is 'Hard' or higher, if no item is dropped in combat, the drop rate in the next combat increa ses by 2%. If 'Crystal of Hope's Demonic Flame' is possessed, the total increase becomes 3%.	【Enemy】 Lintbullum (Wandering Enemy)
Rare Demonic Flame Item	When Combat Rank is 'Evil' or higher, the probability of enemies dropping unique equipment in combat increases.	[Enemy] The Man Who Tells Tales With His Back (Wandering Enemy)

◆ Demon Steel Crystal

Name	Effect	Acquisition Method
Apprentice Blacksmith's Magic Steel Crystal	Disassembly and enhancement of equipment become available at the shop, and equipment can be upgraded up to 3 stages.	Obtained in Main 13
Journeyman Blacksmith's Magic Steel Crystal	The shop will allow upgrades up to 6 stages for equipment.	【Enemy】 Pandora Pot (Main 40)
Master Smith's Skilled Steel Crystal	Be able to enhance equipment up to 9 stages at the shop	【Enemy】 Incomplete Godbound Oscar (Mei ン 50)
Master Blacksmith’s Demon Steel Items	Be able to enhance equipment up to 10 levels at the shop	【Enemy】 Mira (1) (SUB 25 「In Search of the Enigmatic Pengyon」)

Name	Effect	Acquisition Method
Armed Mal鋼 Item - I	Characters whose total enhancement levels equipped are 5 or higher gain the skill "Max BG+1".	【Enemy】 Eisen (Main 21)
Armed Mal鋼 Crystal - II	Characters whose total enhancement levels equipped are 10 or higher gain "HP recovery speed during non-combat +50%". of A kill is added.	【Enemy】 Slash (Main 27)
Armed Mal鋼 Crystal - III	For characters whose total enhancement levels of equipped items reach 15 or more, a skill called "Max BG+1" will be added.	【Enemy】 Durahan (Main 38)
Armed Mal鋼 Item - IV	The character with a total enhancement count in equipment of 20 or more gains the skill "Soul limit increases by 1".	【Enemy】 Peacock King (Class A Watchful Demon)
Armed Magical Steel Item - Five	The character with a total enhancement count in equipment of 25 or more gains the skill "Initial Soul +1".	【Enemy】 Baby Moss (Class A Watchful Demon)
Armed Magical Steel Crystal - Six	The character with a total enhancement count in equipment of 30 or more gains the skill "Soul limit increases by 1".	【Enemy】 Million Dollar (Class A Vigilant Demonic Entity)
Armed Magical Steel Crystal - Seven	For characters whose total enhancement levels equipped reach 35 or more, the skill "Max BG +1" is added	【Enemy】 Demon's Rod (Type A Guard Malevolent Demon)
Armed Magical Steel Item Eight	. For characters whose total enhancement levels equipped reach 40 or more, the skill "Soul cap increases by 1" is added.	【Enemy】 Lancelot (SUB 10 "Rokurou Zanmaken II")
Armed Magical Steel Crystal - Nine	The total enhancement count on equipped items reaching 45 or more grants the character the skill "Initial Soul +1"	Enemy: Ryumajin (SUB 10 "Rokurou Zanma Ken III")
Armed Magical Steel Item - Ten	A character with a total enhancement count of 50 or more while equipped will gain the skill "Consumption SG is halved."	Enemy: Viiv issuer? (SUB 36 "Stairway to Heaven")
Duplicated Magical Steel Crystal	The number of material items obtained when disassembling equipment that has been enhanced by at least one level doubles. The required Guild for equipment enhancement is discounted. The discount rate is (the number of "Haggling Dark Alloy Crystals" you possess × SUB 07 of enemy Dark Tortoise) 3%, and you can hold up to 30 "Haggling Dark Alloy Crystals" (Turtle Cleanup Chronicles II!).	Enemy: Aji Dahaka (SUB 36 "Stairway to Heaven")
Bargaining Magical Steel Item		
極限の魔鋼晶	The chance that a "Enhancement Bonus" is added to the equipment's random skill slots increases. Equipment that has been enhanced up to 10 levels with "Extremely Enhanced Crystals" can be carried up to 99 units, and having more increases the probability of adding "Enhancement Bonus." Disassemble. Increase shop rank to 15. However, the effect only applies to equipment that has been enhanced to at least 10 levels and obtained from enemies. Enemy: Metaboar (Wonderland	G-Enemy)

② Treasures

: Treasures

Name	Description	Acquisition method and timing
World Map	A world map centered on the Midgand Holy Guided Kingdom, containing essential travel in	Main: Obtain at level 10
Sorcerer Ring	formation. A special item born from Siarys' Oath. It brings out the Velvet Break Soul ability.	Main: Obtain at level 10
Denorah Bottles ∞	The Denore Bottle that can be used indefinitely. The memories of escaping from dungeons will fly infinitely!	【Enemy】 Demon AiFried (Main 56)
Inofo Bottles ∞	Infinite-use Inov Bottle. There is less and less I remember anymore	【Treasure Chest】 Eight-Headed Dragon Kanonushi
Oilboar Meat	Meat of Woolly Boar obtained from hunting. Not only tasty but also highly nutritious!	【Enemy】 Uriboa (Main)
① Rare Board	A fast-movement item created by the Normin tribe. It becomes usable by examining the local earth temple trees	Main obtained at level 42
② Rare board ・ Cerberus	A Shikigami version of the rare board. When pushed to the limit, it can reach Mach 3, but of course it won't be pushed to the limit	Clear Coin Getter Course 2 Flag Checker Course 2 cleared
③ Rare Board Tatami	The scent of rush grass is refreshing on the rare board. Stepping on the edge is a violation of the rules	
④ Rare Board ・ Pirate	An Ai Freed pirate group–spec rare board. A comb made by shaving the deck of the Banertia ship	Flag Checker Course 3 cleared
Lafi-set's Comb	A comb kindly gifted by Rafi to Velvet. A high-quality item with careful workmanship	Main Obtained at 610
Rope	A rope of considerable length. It might help in escaping	Obtained at Main 8
業Madail's Tail	The tail sliced off from Madail. It has a moderate bite, surprisingly tasty... ?	Obtained in Main 12
Key to Fortress Door	Key to the sturdy door blocking within the Sea Gate Fortress. Stored in the control room	Obtained in Main 17
Compass	A device that uses a magnet to determine direction. An indispensable item for navigation and adventure	Obtained in Main 17
Pass Permit	"The Dark Guild 'Bloodwing Butterfly' forges passes valid across kingdoms. In the name of the 'Magillu Magician's Troupe'	Obtained in Main 19
Bloodwing Butterfly Emblem	A insignia needed to gain the cooperation of the Dark Guild 'Bloodwing Butterfly'. Their mark is the red scarf	Obtained in Main 20
The Palace's Ancient Documents	An ancient-language book obtained at Rovers Palace. The cover bears the sigil of the Holy Lord	Obtained in Main 21
Mysterious Insect	A cool insect trapped in a barrier. Ayfi-set's favorite	Obtained in Main 30
Saletoma's Flower	A wildflower that serves as an effective antidote for bandit-related diseases. It tastes so bad even the demons cry	Obtained in Main 30
Mi-zu-game's Pot	A vase by legendary potter Gryune. A masterpiece so renowned that even Eiseng's tears would be shed if it were broken!?	Obtained in Main 40
Chunk of Diamond Steel	A special metal from ancient times with the highest hardness. The techniques of refining and processing have been lost	Obtained in Main 40
Fallen Letter	The sender is 'Ufemyu=Weksbu', a cute letterhead—but who wrote it?	Obtained in Main 41
Copy of the Kanonushi Ancient Manuscript	A manuscript copied by Raffy. Ancient-language text with annotations in modern language appended	Obtained in Main 48
Jin-gang Tie Expedition 嵐	A sword completed by Kurogane using adamantine steel. There is no blade with greater hardness.	Obtained in Main 52
Kurogane Stormbreaking	A sword forged by Kurogane by beating his own body. Its craft and spirit were entrusted to Rokurou.	Obtained in Main 62
Fortune Apple	The "apple" said to bring fortune to the bearer. I feel I've heard similar words somewhere...	Obtained in Main 65
Ancient Avallostian Language Ancient Document	A 古文書 claiming information about dragons. An ancient book handed down since ancient times	SUB 26 "Zabida's Etiquette ①"

Name	Description	Methods of acquisition and timing
Study Book "Heritage of Ancient Civilizations"	A history study book with大量の書き込みがある歴史の研究書 リーブという少年の物らしい	of obtaining SUB 11 "Rafflesia and the Ancient Elixir ①"
Omega Elixir's Recipe 1	Required material: a mineral called Rondau's Void Dust. Records of its excavation have been found in the Vester Mine in the past	SUB 11 「Laihissut to the Ancient Elixir ①」
Rondau's Void Dust	A rare mineral said to have the effect of bringing out human potential. It is said to be the treasure of a certain tribe	SUB 11 「Laihsetto and the Ancient Elixir ①』
Omega Elixir's Recipe 2	The second material is 'Unicorn Horn'. There were eyewitness reports in the Figal Snowfield.	SUB 11 "Lyfiset and the Ancient Elixir ①"
Unicorn Horn	Considered to be the horn of a unicorn that brings healing power. In reality, it is said to be the fang of a whale called the narwhal	SUB 11 "Lyfiset and the Ancient Elixir II!"
Omega Elixir Recipe 3	The third material is "Cloud Sheep Egg." Reports of discoveries at Garris Lake Road and Baildo Marsh	SUB 11 「Riφisetto to Furu꞉kono Hiyaku ②』
Cloud Sheep Egg	Eggs laid by cloud sheep that look like fluffy pom-poms. The eggs are also fluffy and plush	SUB 11 「Laihsetto and the Ancient Elixir ③」
Omega Elixir Recipe 4	The fourth material is "Leaf of the World Tree." The most recent discovery report was in the Dvar Forest	SUB 11 "Lyfiset and the Ancient Elixir④"
Leaf of the World Tree	A legendary leaf from the World Tree said to be at the center of the world. It contains mysterious life energy	SUB 11 "Lyfiset and the Ancient Elixir④"
Omega Elixir Recipe 5	The last confirmed material is "Sacred Slaves' Prayer." But is it enough to simply pray...?	SUB 11 「Laihsetto and the "Ancient Elixir ④"』
Mother's Medicine	Moana's mother prepared a medicine for Moana. It is bitter, but it contains a mother's love for her daughter.	SUB 20 “Mother’s Wishes”
Akanoiru-sama Doll	A doll said to bring happiness when you collect four of them. It is red in color like “Strawberry Uirō.”	SUB 18 “Nor-sama of Happiness” Form ②
Blue Noru-sama Doll	A doll said to bring happiness when you gather four of them. It has the blue color of “Blue Hawaii Monaka.”	SUB 18 “Happiness Noru-sama’s People” Form ③
Green Noru-sama Doll	A doll said to bring happiness when you gather four of them. It has the green color of “Matcha Frappé.”	SUB 18 “Happiness Noru-sama’s People” Form ④」
Black Noru-sama Doll	A doll said to bring happiness when you gather four of them. It has the black color of “Squid Ink Daifuku.”	SUB 18 “Happiness Noru-sama’s People” Form ①』
Challenge to Eisen	Duel notice struck by an ice axe. Come to Prison Island. Who could this be!?	SUB 18 “Happiness Noru-sama’s People” Form ⑥』
Reply from Edna	A clumsy letter filled with unwavering affection for his older brother. Eisens’s most treasured possession	SUB 18 “Happiness Noru-sama’s People” Form ⑥』
Siegfried's Manual	Siegfried’s conjecture that it is a weapon against dragons using special bullets	SUB 29 'Moana's Treasure'
Key to Moana's Treasure Chest	The key to Moana’s treasure chest finally found. Check pockets before doing the laundry	SUB 31 'Relic of a Different Civilization' SUB 3.1 "Relic of a Different Civilization" Unlock 38 Nekonin Boxes SUB 08 "Ship Dispatch ~ Seeking Unknown Seas" Obtained in Main 36 Obtained in Main 36 Obtained in Main 65 Obtained in Main 65 Obtained in Main 65 Obtained in Main 65 Obtained in Main 65 Obtained in Main 65
Igniter	A pirate-approved fire starter that can kindle flames even in harsh environments. Made from Burning Pine resin	
Neko-nin's Invitation	An invitation from Nekonin. “I’ll be waiting for you at Tarisheen ♪”	
Reports of Sightings on the Island of Terror	Memo of sightings on the Island of Terror. With this, you should be able to land on the “Island of Terror.”	
Teardrop-shaped Gem	A teardrop-shaped gem set into the stone tablet of the Sacred Hall of Paramides	
Diamond-shaped gem	A diamond-shaped gem set into the stone tablet of the Sacred Hall of Paramides	
Crimson Spirit Orbs of Dawn	The red gemstone obtained from the eight-headed dragon Kanonushi. The gem radiates a very strong spiritual power	
Twilight Spirit Orb	The amber gemstone obtained from the eight-headed dragon Kanonushi. The gem radiates a very strong spiritual power	
“Cloud Spirit Orb”.	The purple gemstone obtained from the eight-headed dragon Kanonushi. The gem radiates a very strong spiritual power	
Azure Spirit Orbs	The blue gemstone obtained from the eight-headed dragon Kanonushi. The gem radiates a very strong spiritual power	
Moon-White Spirit Orb	The white gemstone obtained from the eight-headed dragon Kanonushi. The gem radiates a very strong spiritual power	
Sky-Cyan Spirit Orb	The green gemstone obtained from the eight-headed dragon Kanonushi. The gem radiates a very strong spiritual power	
Golden Oh-Iwana	The lord of a clear stream flowing through the 'Forest of Tranquility'. A dazzling fish, like sunlight filtering through trees reflecting on the river surface.	Obtained with a certain probability at the fishing spot in the 'Forest of Tranquility'.
Coral-Colored Ryugu no Tsukai	The lord of the shallow sea surrounding the 'Marnan Reef'. A propitious fish that normally dwells in the deep sea and rarely appears in shallow waters.	Available at the Ma Nan reef fishing spot with a certain probability
Amber-Color Kabuto-Gani	The lord of the saltwater marsh formed on the 'Burnark Plateau'. A truly living fossil, shining eerily yet enchantingly.	At Burnaak Plateau fishing spot, obtainable at a fixed probability
Emerald-green marlin	The lord of the icy sea spreading north of the 'Gaibrug Icefield'. Known as the 'Incarnation of Drift Ice' due to its body color.	At Gaiburku Ice Plain fishing spot, obtainable at a fixed probability
Pearl-colored arowana	The lord of the emerald valley floor of the 'Brigitte Valley'. A massive white body gracefully navigating the winding stream.	At Brigitte Valley fishing spot, obtainable at a fixed probability
Lapis-blue coelacanth	The lord of the open sea where 'Normin Island' is located. A phantom ancient fish lurking in the blue ocean (tsubuan?).	At Norumin Island fishing spot, obtainable at a fixed probability

① Rare Board

② Rare Board - Shikigami

③ Rare Board Tatami

④ Rare Board - Pirate

Visuals

Hairstyle

Equippable Characters Velvet

Name	Explanation	Acquisition Method
1 Velvet Standard Hairstyle	The beautiful black hair that my younger brother praised. It may look careless, but in fact it is carefully combed and tied back.	Main: Obtain at Level 8
② Velvet Hat Hairstyle	Sometimes the bangs can be bothersome. In order to look only forward without turning	Obtained [illegible] main quest
③ Velvet Village Maiden Hairstyle	back... a worn-out comb has broken, causing the hair to stick out a little.	Initially Owned
④ Velvet Phoenix Normin H	Velvet's Phoenix Nornin Head for the Velvet. The burning wish in her chest is also a phoenix.	【TL】2000枚
⑤ Velvet Fire Normin H	Velvet Fire Norumin Head for Velvet. Its red color represents burning passion.	Unlock 32 Nekonin Boxes
⑥ Velvet・Mizunorum H	for Velvet Mizunorum Head. Its blue represents ice-cold ruthlessness.	Ranked 9th in Slash Beat.
7 Velvet・Kazeノルミン H	Velvet Head for Velvet. Its green represents happiness lost.	【TL】 2000 sheets
8 Velvet・Chinノルミン H	Velvet Head for Velvet. Its yellow represents maternity like the earth.	【TL】 2000 sheets
9 Velvet・Muノルミン H	Velvet Head for Velvet. Its black represents rising hatred.	Clear Stage 1 of Shamballon 2.
10 Velvet・Bienfu H	Velvet Head for Velvet. However, unlike Bienfu, she does not shed tears...	Jump! Bienfu ranks No.1 on Hard.

【Clothing

Equippable Characters Velvet

Name	Explanation	Acquisition Method
1 Velvet Standard Outfit	The clothes obtained on Prison Island. An outfit coordinated from whatever clothes and fabrics were available to be made more movement-friendly.	Obtainable at
2 Main 9. Velvet Jacket Off	The appearance with the black coat removed. Remove it if necessary. That's all there is to it.	S056 See "What Celica Taught Me"
3 Velvet - Standard Color Variants	Common clothing color variations. Sometimes changing the image isn't a bad idea.	SUB 28 "In Search of Past Truths"
4 Velvet Village Maiden Outfit	Clothes from when I lived in Abar. Designed to make housework and hunting easier.	Initially Owned
5 Velvet Prisoner Outfit	Velvet garments that I wore after spending three years in prison. Her heart should have been more injured than the clothes, though...	Main 9 Obtain
6 Velvet Spa Outfit	The sight of wearing Nyastao towel. ..... So what is a Nyastao towel!?	SUB 36 "Stairway to Heaven"
7 Velvet Serving Outfit	Comfortable waitress uniform that allows easy movement. I'm not very friendly, but I perform my duties precisely.	Clear the Velvet Serving Game
8 Velvet・Swimsuit Costume	A somewhat plain swimsuit outfit. However, that very simplicity makes it stand out.	[Different Sea] Følse Archipelago
9 Velvet・Winter Outfit	Because I am an oni demon, I don't feel the cold. But I really like this fluffy sensation.	【TL】 2000 coins
10 Velvet Phoenix Numin B	Velvet body for the Phoenix Numin. Now, I will become a phoenix!	【TL】2000枚
11 Velvet・Hinorumin B	Velvet body for Hinorumin used on Velvet. When I wear it, it looks like the color of blood...	Unlock 32 Nekonin Boxes
(12 Velvet・Water Normal White B	Velvet body for Water Normin. When I wear it, it looks like ice...	Ranked 9th in Slash Beat
13 Velvet-style Normin B	Velvet body for Wind Normin. Even if it's not me, doesn't it look like a frog?	【TL】 2000 coins
(14 Velvet・Earth Normin B	Velvet body for Earth Normin. Whoever wears it looks like a bear, right!?	【TL】 2000 coins
15 Velvet・No Normin B	Velvet body for No Normin. ..... Left hand, it's not that it's broken.	Cleared Shambaloon Stage 1
16 Velvet Battle Theme Transform Costume 1 (♪)	When worn, the battle theme changes. Feel free to choose according to your preference! It changes the battle theme when worn.	【TL】 1000 coins
17 Velvet Battle Theme Transform Costume 2 (♪)	When worn, the battle theme changes. Use it when you want a change of mood!	【TL】 1000 coins
18 Velvet Battle Theme Transform Costume 3 (♪)	When worn, the battle theme changes. Use it when you want to change your mood further!	【TL】 1000 coins
19 Velvet Battle Theme Transform Costume 4 (♪)	When worn, the battle theme changes. Use it when you want to customize it to your liking!	【TL】 1000 coins

① Velvet Standard
Hairstyle

② Velvet Hat
For hairstyle

③ Velvet Village Maiden
Wearing hairstyle

④ Velvet・No
Bird of Death Nurmin H

⑤ Velvet・Flame
Nurmin H

⑥ Velvet・Water
Nurmin H

⑦ Velvet Wind
Nurmin H

⑧ Velvet Earth
Nurmin H

⑨ Velvet No Element
Nurmin H

⑩ Velvet Bienhung H

1 Velvet Standard Costume

② Velvet Jacket Off

③ Velvet - Normal Color Variants

④ Velvet Village Maiden Outfit

⑤ Velvet - Prisoner Outfit

⑥ Velvet Kobu Onsen Outfit

⑦ Velvet Serving Attire

⑧ Velvet swimsuit costume

⑨ Velvet Winter Outfit

⑩ Velvet Phoenix Normin B

① Velvet Fire Normin B

1 Velvet Water Normin B

13 Velvet-style Normin B

14 Velvet Earth Normin B

15 Velvet No-T Normin B

※Costumes 16-19 are 1 Will have the same graphics as

16 hairstyles

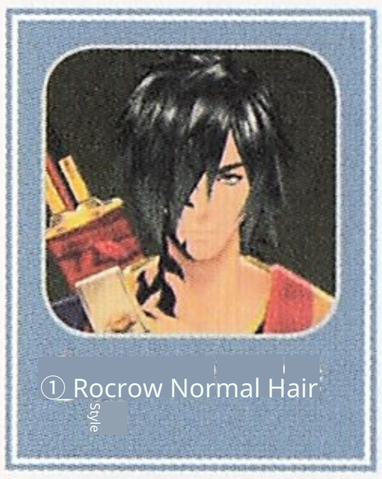
Equippable Characters Rokurou

Name	Description	Acquisition Method
1 Rokurou's normal hairstyle	The reason it covers the right side is not to hide my true identity... but simply because I like it.	Initially Owned
② Rokurou's hat-wearing hairstyle	I don't mind if my Therion's face is seen. Because 'this' is me.	Initially Owned
3 Rokurou - Phoenix Normin H	Phoenix Normin Head for Rokurou. Even if it's a phoenix, I'll show you I can cut it down!	【TL】 2000 coins
④4 Rokurou Fire Normin H	For Roxlow, a Fire Norumin Head. “Fire” cuts through with momentum!	Ranked 5th in Slash Beat
⑤ Rokurou - Water Normin H	Water Norumin Head for Rokurou. "Water" freezes and cuts through!	Cleared Stage 2 of Shambaroon 2
6 Rokurou - Wind Normin H	Air Norumin Head for Rokurou. "Wind" is sliced with determined will!	Unlocked 48 Catman Boxes
7 Rokurou - Earth Normin H	Earth Norumin Head for Rokurou. “Earth” means to strike and cut with power!	【TL】 2000 coins
⑧ Rokurou and Mu-Nolumin H	Head without Norumin for Rokurou. “No” means to somehow slash!	【TL】2000枚
⑨ Rokurou Bien-Fuu H	Rokurou's Bienfu head. Bienfu can be cut normally!	Jump! Viehufuen's Easy mode ranking No. 1 achieved

Costume

Equippable Characters Rokurou

Name	Explanation	Acquisition Method
① 1 Rokkurou Standard Outfit	Somewhere with an exotic, foreign flavor, the roclow costume. Across generations, it is said to be the traditional attire passed down in his family. i.	Initially Owned
② Rocro・Jacket Off: removing the long sleeves, the upper garment is left bare. A man who is already free becomes even more free!		SUB 02 “Warrior's Training I”
3 Rocro・Standard Color Variation: The main color is the same steel as the blade.		SUB 10 “Roclow Slaying Demon Sword III”
4 Rocro・Hot Spring Outfit	A姿 wearing Nyasta towel. Has he crossed a line he should not have crossed!? Except for the	SUB 36 “Stairway to Heaven”
5 Rocro・Serving Outfit	sword, it is ordinary waiter outfit. He often catches diners' dishes with the sword, but does not reflect.	Cleared the serving game with Roclow
6 Rocro Swimsuit Outfit	School-swimsuit style. Actually one of Shigure’s hand-me-downs...?	[Different Sea] Offshore volcanic island Soma
7 Rocro・Winter Clothes	Because I am a demonic hunter, cold doesn't bother me, but there are times when I want to be wrapped in warmth too?	【TL】 2000 coins
Rocro・Phoenix NomN BE	Roclow's Phoenix Norumin body for Roclow. Fighting in this form will be good training.	【TL】2000枚
9 Rocro・Fire NomN BE	Roclow's Fire Norumin body. It's convenient because you don't have to worry about enemy’s blood splatter.	Ranked 5th in Slash Beat; cleare
10 Rocro・Water NomN BE	Roclow's Water Norumin body. It seems to lure the enemy into a false sense of security without question.	d Chamber 2 of Shamballon 2
(11) Roclow · Wind Norumin B	Roclow's Wind Norumin body. ..... Isn’t this a frog!?	Unlock 48 Nekonin Boxes
(12) Rocrow – Earth Norumin B	Earth Norumin body for Rocrow. Its cuteness dulls the enemy's blade.	【TL】 2000 coins
(13) Rocrow – No Norumin B	No-Norumin body for Rocrow. In fact, black is the color in which blood stains are least noticeable.	【TL】 2000 coins
Rocrow Battle Theme Change (14) Outfit (♪)	When equipped, the battle theme changes. It changes the mood for “slashing.”	【TL】 1000 coins



① Rocrow Normal Hair Style

② Rocrow Hat Hair Style

③ Rocrow – Immortal Bird Norumin H

④ Rokurou - Fire No. Nurmin H

⑤ Rokurou Water No. Nurmin H

⑥ Rokurou Wind No. Nurmin H

⑦ Rokurou Earth No. Nurmin H

⑧ Rokurou Mu No Rumín H

⑨ Rokurou Bien Fuu H

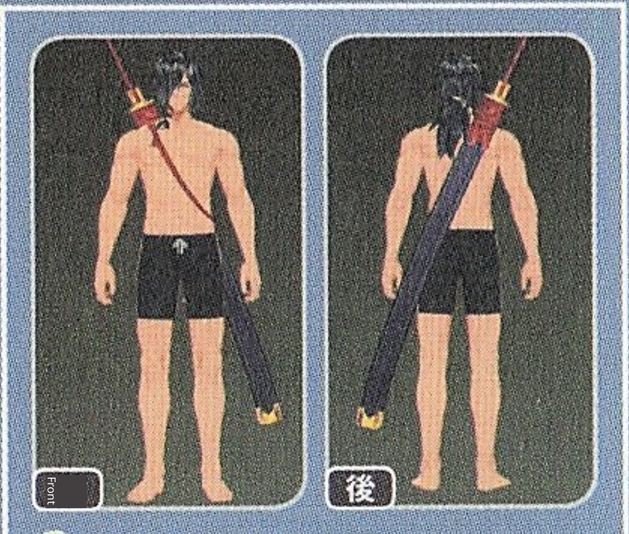
① kro? ロクロウ通常衣装

② Rokurou Jacket Off

③ Rokurou - Standard Color Variation

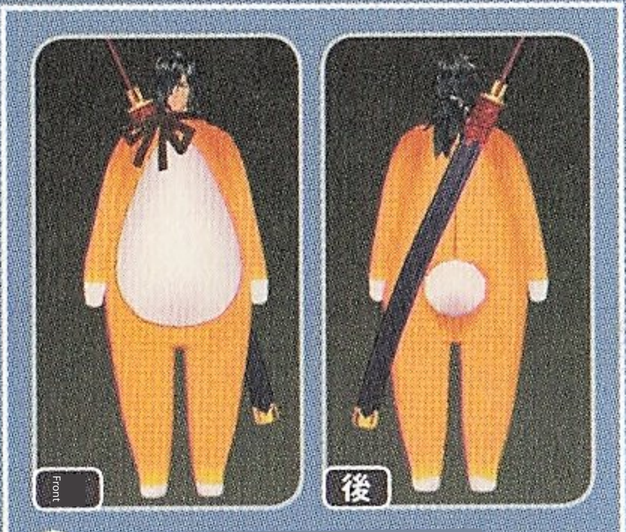
④ Rokurou - Hot Spring Outfit

⑤ Rokurou - Serving Outfit



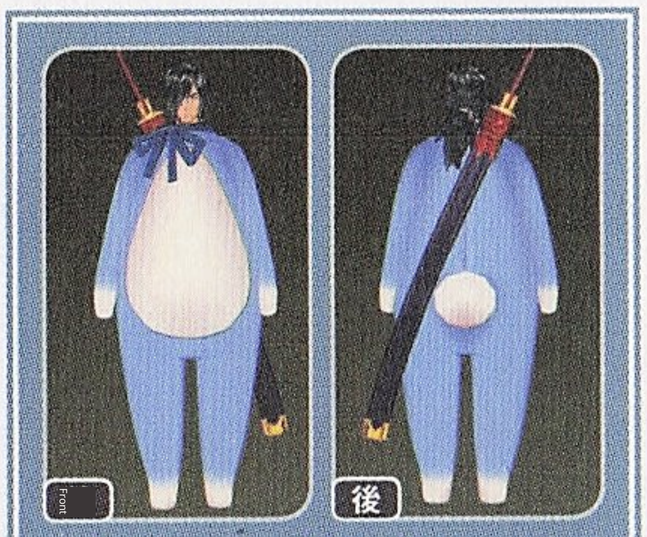
⑥ Rokurou - Swimsuit Outfit

⑦ Rokurou - Winter Clothes



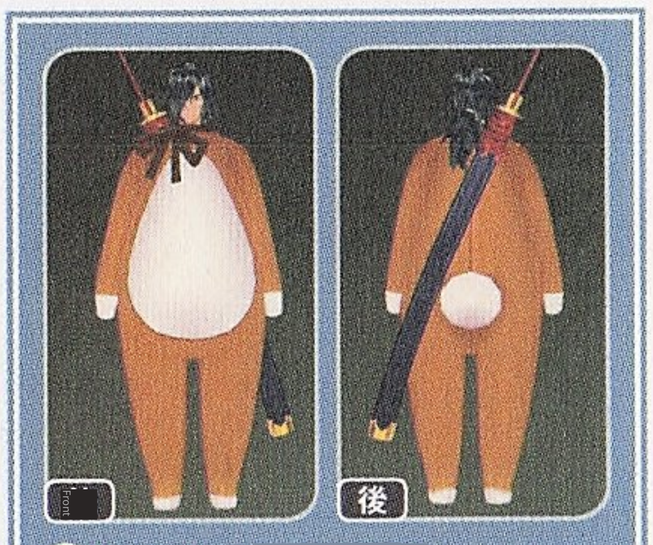
⑧ Rokurou - Phoenix Norumin B

⑨ Roclow Fire Nurumin B



⑩ Roclow Water Nurumin B

⑪ Roclow Wind Nurumin B



⑫ Roclow Earth Nurumin B

⑬ Roclow Darkness Nurumin B

※ 14 This costume is 1 Will have the same graphics as

Hairstyle

Equippable Characters Rifiset

Name	Description	Acquisition Method
1 Raifiset Normal Hairstyle	The tuft on the top always curls into a puff no matter what you do. Marmalist?	Initially Owned
② Raifiset Hat Hairstyle	When I pull my bangs up, I feel like I change... at that awkward age.	Initially Owned
3 Laphicet Winter Outfit Hairstyle	A hairstyle integrated with the winter outfit's hood. Although it's a little difficult to see left and right, its warmth is unparalleled!	【TL】 2000 coins
4 Laphicet - Phoenix Normin Head	Phoenix Normin Head for Laphicet. The word "Phoenix" makes me strangely long for it. Clear Normin Concentration.	
5 Laphicet - Fire Normin Head	Fire Normin Head for Laphicet. Red Normin seems like a leader, doesn't it!	Clear Chamberlone 2 Stage 3
⑥ Laphicet - Water Normin Head	Water Normin Head for Laphicet. Blue Normin has a cool image!	Unlock 16 Cat People Boxes
7 Laphicet - Wind Normin Head	Wind Normin Head for Laphicet. Green Normin has an eco-friendly vibe!	【TL】 2000 coins
8 Laphicet - Earth Normin Head	Earth Normin Head for Laphicet. Yellow Normin loves curry!	【TL】 2000 coins
9 Laphicet - Void Normin Head	Void Normin Head for Laphicet. Black Normin is probably the rival character!	【TL】 2000 coins
10 Laphicet - Bienfu Head	Bienfu Head for Laphicet. Bienfu is... a gag character...?	Jump! Viehfu's First Record Updated to Clear

Mian Costume

Equippable Characters Rifiset

Name	Description	Acquisition Method
① Raifisutto Normal Outfit	The uniform of the summoned holy thrall granted by Teresa. It is not a skirt, but a robe for boys.	Initially Owned
2 Raifisutto Jacket Off	The figure after removing the pouch. ..... It feels like it could speed things up. Collar and seal ring,	S085 【What is the true name of Lifisset?】
3 Raifisutto Normal Power, Labrari	Typical costume color variations. It makes me feel a little more grown-up.	SUB 30 “Split Future”
④4 L yfissette: 温泉衣装 Nyastaro wears a towel. When you take off the clothes, you realize for the first time that your tension rises.		SUB 36 “Stairway to Heaven”
⑤ Raifisutto: Serving Dress Simple waiter uniform. At an age that longs for the word "work".		Serving game cleared with Lifisset
⑥6 Lifisset: Swimsuit outfit. A simple swimsuit for boys. If you plan to swim, wear it under pants in advance. [Sea of Different] Centurion Fragment Island		
57 Lifisset: Winter clothes	Puffy winter garment. Very thick, so it won’t hurt even if you fall!	【TL】 2000 coins
88 Lifisset: Villager	Clothes worn by Velvet's younger brother. Made from good quality fabric bought in	【TL】 1000 coins
9 Lifisset • Phoenix Normin B	Taliesin. Phoenix Normin Body for Laphicet. Like a phoenix, he will rise again and ag ain!	Clear Normotion together.
10 Laphicet Fire Normin B.	Fire Normin Body for Laphicet. Red is fire-resistant!	Clear Stage 5 of Chamballoon 2.
1 Laphicet Water Normin B.	Water Normin Body for Laphicet. Blue is waterproof!	Unlock 36 Nekonin Boxes.
12 Laphicet Wind Normin B.	Wind Normin Body for Laphicet. Green has excellent breathability!	【TL】 2000 coins
13 Laphicet Earth Normin B.	Earth Normin Body for Laphicet. Yellow... for some reason, smells like curry....	【TL】 2000 coins
14 Raifisutto Null Numin B	Body for Raifisutto with no Numin. They say the black one is made of stealth material!	【TL】 2000 coins
15 Laphicet Bienfu B.	Bienfu Body for Laphicet. It's a custom-made item that only he can wear! Jump!	Clear by breaking Bienfu's initial record.
(16) Laphicet Battle Music Change Costume (♪)	When worn, the battle music changes. Give it a try.	【TL】 1000 coins

① Rayfiset Pass
Long hairstyle

② Lafiset帽子
child hairstyle

③ Rafflesia Winter Fur Hat

④ Lifiset • Undying Norumin H

⑤ Lifiset • Huǒ Norumin H

⑥ Rafflesia-set Water Numin H

⑦ Raifisutto • Wind Numin H

⑧ Raifisutto • Earth Numin H

⑨ Raifisutto • Null Numin H

⑩ Raifisutto • Vienfu H

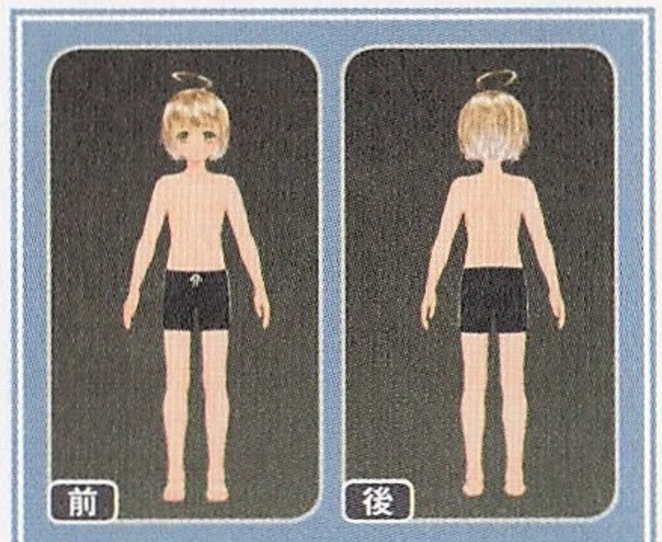
① Raifisutto Normal Outfit

② Raifisutto Jacket Off

③ Lifsseto – Standard color variants

④ Raifisutto・Onsen Outfit

⑤ Lifiset・Serving Outfit



⑥ Lifsseto – Swimsuit outfits

⑦ Lifsseto – Winter clothes

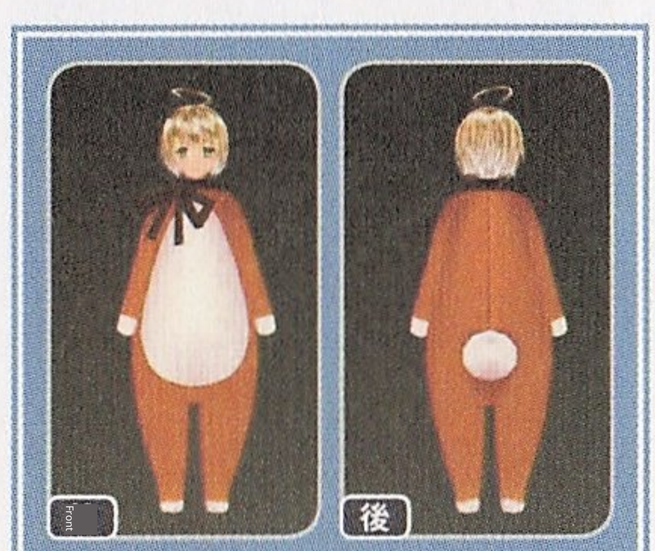
⑧ Lifsseto – Villagers

⑨ Lifiset・Undead Nor Min B

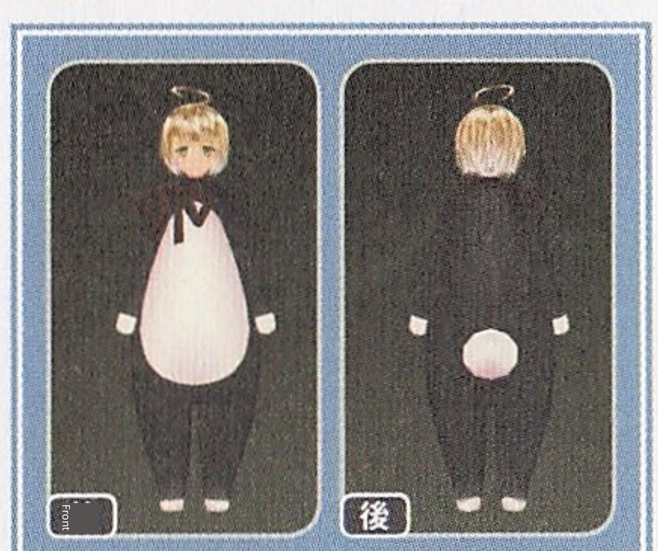
⑩ Lifiset・Hinomurun B

⑪ Lifsseto – Water Hinomun B

⑫ Lifiset・Wind Normin B



⑬ Lifiset・Earth Normin B



⑭ Lifiset・No-Normin B

⑮ Lifiset Bienfu B

※The outfits for 16 will have the same graphics as

Hairstyle

Equippable Characters Issen

Name	Description	Acquisition Method
① Izen normal hairstyle	As an outlaw, hair grown roughly. Actually, it's the same as the family...!?	Initially Owned
② Aizen's Hat Hairstyle	I don't hate the slicked-back hairstyle, but it gives too much of a commanding presence that makes children cry, which is troubling.	Initially Owned
③ Aizen - Phoenix Norumin H	A Phoenix Norumin Head for Aizen. The covenant with 'him' will be fulfilled in the future.	【TL】 2000 coins
④ Aizen - Fire Norumin H	A Fire Norumin Head for Aizen. Is it the red of blood...? It's a color that suits me.	【TL】2000枚
⑤ Aizen - Water Norumin H	A Water Norumin Head for Aizen. The blue of the sea is truly fitting for a pirate.	【TL】 1000 coins
⑥ Aizen's Wind Norumin H	A Wind Norumin Head for Aizen. The green of nature is a color I, who loves beauty, prefer.	Ranked 2nd in Slash Beat
⑦ Aizen - Earth Norumin H	An Earth Norumin Head for Aizen. The yellow of the earth is the color of us, the Earth Seraphim.	Cleared Stage 4 of Chamballoon 2
⑧ Aizen - Void Norumin H	A Void Norumin Head for Aizen. Black, which is untainted by anything, is my color.	Unlocked 28 Nekonin Boxes
⑨ Aizen - Bienfu H	Eisen's Viehnhead for the Eisen. He lives his life in his own way. I don't hate him.	【TL】2000枚

Costume

Equippable Characters Issen

Name	Description	Acquisition Method
① Eisern Standard Outfit	Aizén Pirate Fleet Vice-Captain Eisern's Outfit. Every accessory reflects his aesthetic, down to the small est item.	Initially Owned
② Eisern Jacket Off	Combat-ready coat is taken off. However, if you are going to throw punches, this is lighter and better.	SUB 26 "The Way of Xabida①"
③ Eisern - Standard Color Variants	Standard outfit color variation. To master this, a certain level of prestige is required.	SUB 13 「Aizen's Journey ②」
④ Eisern - Hot Spring Outfit	A姿 wearing NyastaoL. No fear of any hot bath.	SUB 36 "Stairway to Heaven"
⑤ Aizen - Serving Costume	Functional waiter uniform. But its commanding presence makes it hard to order...	Clear the serving game with Aizen
⑥ Eisern - Swimsuit Outfit	A simple swimsuit. In fact, despite being an outlaw, I'm a bit self-conscious about my fair skin.	【異海】 Kursnuk Island
⑦ Eisern - Winter Outfit	I have strong opinions on cold-weather clothing. Only in the snow do I deliberately go "black"!	【TL】 2000 coins
⑧ Eisen Boss Outfit (♪)	The outfit of the boss who runs the fiery place. Wearing it changes the battle music.	Clear the advanced character card in Neko-nin Village
⑨ アイゼン・不死鳥ノルミンB	Bird of immortality Nurmin body for Eisen. My friends with fists, please rely on "that guy."	【TL】 2000 coins
⑩ アイゼン・火ノルミンB	Body of Fire Norumin for Aizen. This artistic form... I don't hate it.	【TL】 2000 coins
11 Aizen - Water Norumin B	Water Norumin Body for Eisen. .... After all, it's somehow a good idea.	【TL】 2000 coins
12 Eisen・Wind Norumin B	Body of Wind Norumin for Aizen. Sometimes turning into a frog isn't bad.....	Ranked 2nd in Slash Beat
13 Aizen - Earth Norumin B	Body of Earth Norumin for Aizen. Somehow it fits perfectly. It must be the nature of the Earth's holy servitude Is it?	Clear Stage 4 of Shamboラン2
14 Eisen・No Norumin B	A lightweight body for Eisen with no Normin. Let me say it clearly! I like it!	Unlock 28 Cat Box items

1) Eisen normal hair Style

2) Eisen hat use Hairstyle

3) Eisen - Immortal Bird Norumin H

4) Eisen - Fire Norm Min H

5) Eisen - Water Norm Min H

6) Eisen - Wind Norm Min H

⑦ Eisern・Ground Noru Min H

⑧ Eisern・No Noru Min H

⑨ Eisenbien フーH

① Eisern Standard Outfit

② Eisen Jacket Off

③ Eisen・Standard Color Variation

④ Ishi・Hot Spring Attire

⑤ Youshi Sō・Serving Outfit

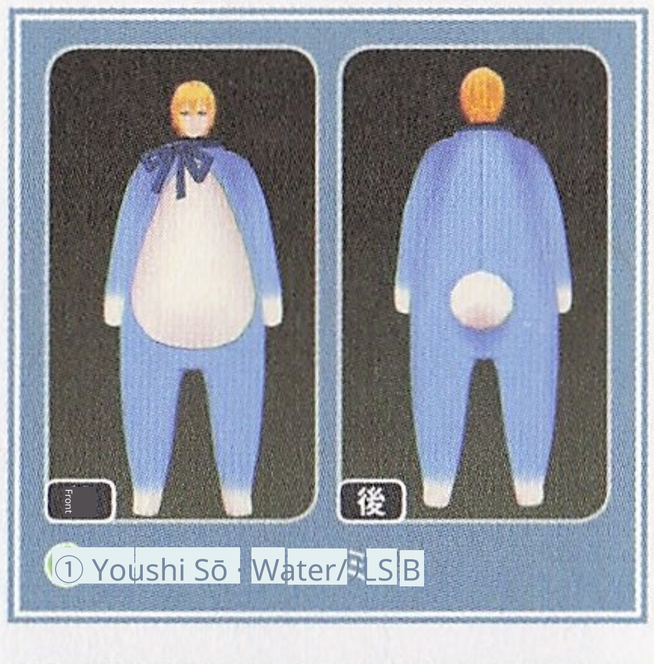
⑤⑥ Yi Shī・Swimsuit

⑦ ｱｲｼﾝ・Winter Garment

⑧ ｱｲｾﾝ・Boss/Leader Outfit (i)

⑨ Aisen・Phoenix Numin B

⑩ ｱｲｾﾝ・ﾙﾐﾝ Fire/B



⑪ Youshi Sō・Water/JLS B

⑫ Zーshi・Wind / vs B

⑬ Yi Chuán Sō・Earth/JLSan S B

⑭ Another Form of It: No/B

Hairstyle

Equippable Characters Magilou

Name	Description	Acquisition Method
① Mageuluu Standard Hairstyle	Actually, the hat is my main body, you know! ... Of course I'm joking though~	Initially Owned
② Mageuluu Standard Hat No Hairstyle	refore the hat can be taken off normally! Goodness, what do you think witches are? The	SUB 14 "Magirlou Magical Troupe Goes④"
3 Mageuluu Hat Hairstyle	I'm a witch, and sometimes my bangs feel annoying! ... Almost every day,you know...	Initially Owned
4 Mageuluu Colorvariation Hairstyle	This is my special color-variant hat! Be amazed by its boldness, hat!	SUB 15 "Little Witch③"
6 Mageuluu - Phoenix Norumin H	Head of the Phoenix NORMIN for Magilou. For some reason, it makes you want to shout "Ridiculous!"	【TL】 2000 sheets
⑥ Mageuluu - Fire Norumin H	Head of the Fire Normin for Magilou. It is the same red as "Strawberry Uirō."	Cleared Stage 5 of Shambaroon 2
7 Mageuluu - Water Norumin H	Water Nornin Head for Magiru. It is the same blue as "Blue Hawaii Monaka."	Unlocked 36 Catnip Boxes
⑧ Mageuluu - Wind Norumin H	Wind Nornin Head for Magiru. It is the same green as "Matcha Frappé."	【TL】 2000 sheets
⑨ Mageuluu - Earth Norumin H	Earth Nornin Head for Magiru. It is the same yellow as "Kinako Curry."	Ranked No.1 in Slash Beat
10 Mageuluu - Void Norumin H	Null Nornin Head for Magiru. It is the same black as "Squid Ink Daifuku."	TL 2000 pieces
1 Mageuluu - Bienfu H	Magiruu's Bienfu Head. When you wear this, you can't understand his feelings at all! Jump! Achieve first place in the Bienfu Normal ranking	

M outfit

Equippable Characters Magilou

Name	Description	Acquisition Method
1 Magilou Normal Costume	According to Maligu, it is clothing for the Archmage, but because of her behavior it also looks cl ownish??	Initially Owned
② Maligu: Jacket Off	I've become a bit lighter, but... don't misunderstand, these are not shorts. The color variati	SUB 14 "Magilou's Trickster Troupe on the Move ④"
3 Maligu: Normal Color Variation	on of the standard outfit. According to Maligu, an outfit for a genius wizard. It's an appear	SUB 15 "Little Witch ③"
4 Maligu Onsen Outfit	ance wearing a nyast towel. The viewing fee is 100 guilders every 3 seconds ♪	SUB 36 "Stairway to Heaven"
⑤ Maligu: Serving Outfit	At first glance, it looks like a serious waitress outfit. Of course, there is no intention to work seriously.	Cleared the dining game in Magilou
6 Maligu: Swimwear	A simple swimsuit. Please don't look too closely... clothes like this are more embarrassin g, isn't it...	【異海】 Day-Night Island Hanatorton
7 Magilou - Winter Outfit	Cold-weather outfit. I'm terrified at my own talent for pulling off whiteness!	【TL】 2000 coins
⑧ Magilou - Phoenix Nomlin B	Body for Magilou. Waugh... It's strangely heated only for "that one."	【TL】 2000 coins
⑨ Magilou - Fire Nomlin B	Magilou - Fire Nomlin Body. With this body I can't fully hide my charm!	Clear Stage 5 of Chamballoon 2.
①10 Magilou - Water Nomlin B	Magilou - Water Nomlin Body. If I'm to be reborn, maybe Nomlin would be better?	Unlock 36 Nekonin Boxes.
11 Magilou - Wind Nomlin B	Wind Norumin body for Magillú. ..... Kokokoko!	【TL】 2000 coins
12 Magillú - Earth Norumin B	Norumin body for Magillú. In fact, I once earned some pocket money as the "inner person."	Ranked first with Slash Beat
(13 Magillú - Null Norumin B	Norumin body for Magillú. The summer black is the worst! Lost 10 kilograms in three days	【TL】 2000 coins
(14) Magillú Battle Theme Change Costume (♪)	When you wear it and chant "Magin Po!", the battle music changes. Try it out.	【TL】 1000 coins

① Magillú Passage
Common hairstyle

② Magillú Normal
No hat hairstyle

③ Magillú 帽
Child-use hairstyle

④ Magiru Kar
Barri hairstyle

⑤ Magilou - Immo
rtal Norumin H

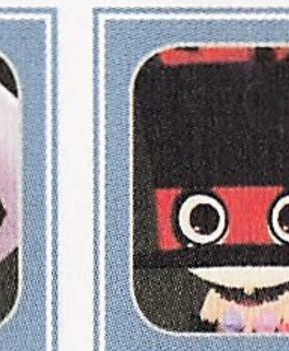
⑥ Magilou -
Huǒ Norumin H

⑦ Magilou -
Water Numin H

⑧ Magilou -
Kaze Norumin H

⑨ Magilou -
Earth Norumin H

⑩ Magiru...
Non-Norumin H



① Magiru...
Vienfu H

① Magiru Normal Outfit

② Magiru Jacket Off

③ Magiru - Normal Color Variants

④ Magiru Hot Spring Outfit

⑤ magical girl outfit for delivering meals

⑥ Magiru Water Outfit

⑦ Magiru Winter Clothes

⑧ Magiru Phoenix Nornin B

⑨ Magiru Fire Nornin B

⑩ Magiru Water Nornin B

⑪ Magiru Wind Nornin B

⑩ Magiru Earth Nornin B

⑬ Magiru Void Nornin B

※⑭ The outfits are the same graphics as the ones in the game

Hairstyle

Equippable Characters Eleanor

Name	Description	Acquisition Method
1. Eleanor's Normal hairstyle	The hairstyle of Eleanor, unchanged since childhood. It's the one my mother tied for me when I was young.	| Starting with
2. Eleanor's Hairstyle for Hat	Bravely lifting the bangs. It seems you can launch energy from your forehead.	Initially Owned
3. Eleanor's Color Variation hairstyle	Color of the hair accessories changes to match the outfit. That's the heart of a maiden.	SUB 20 "The Mothers' Wishes"
4 Eleanor · Phoenix Normin H	For Eleanor, the Phoenix Normin Head. I also felt in sympathy with "his" passionate thoughts!	【TL】 2000 coins
(5 Eleanor - Fire Norumin H	Head of Fire Norumin for Eleanor. The passionate red is a color I like.	【TL】 2000 coins
⑥6 Eleanor - Water Norumin H	Head of Water Norumin for Eleanor. The cool blue is an important color.	【TL】 2000 coins
7 Eleanor - Wind Norumin H	Head of Wind Norumin for Eleanor. The healing green is a pleasing color.	Cleared Chamber Balloon 2 Stage 5
(8) Eleanor - Earth Norumin H)	Head of Earth Norumin for Eleanor. The steady yellow is a gentle color.	Unlocked 40 Cat-Nin Boxes
9 Eleanor - Null Norumin H	Head of Null Norumin for Eleanor. The calm black is a color I want to learn.	【TL】 2000 coins
(10) Eleanor - Bienfu H	Bienfu Head for Eleanor. He has 28 legal claims to sue!	【TL】 1000 coins

Costume

Equippable Characters Eleanor

Name	Explanation	Acquisition Method
1 Eleanor Standard Costume	Eleanora's Against-Demon Knight uniform. It has been approved as a inspector and tailored for inspectors.	Initially Owned
2 Eleanor •	The appearance with the jacket off. This white color represents the ideal of the Holy Dormitory. It is	Main [36]
3 Eleanora - Normal color variation	a normal outfit color variation. It deviates from the Holy Dormitory regulations, but suits her very well .	SUB 20 "The Mothers' Wishes"
(4 Eleanora - Hot Spring outfit	Appearance wearing a Nyasta towel. Uuu... I just want to wear this alone! A clean w	SUB 36 "Stairway to Heaven"
⑤ Eleanora - Serving outfit	aitress outfit. Works for three people at the same wage!	Clear the serving game in Eleanor
⑥ Eleanora - Swimsuit	A simple swimsuit without embellishments. Remember to warm up before swimming!	Different Sea: Sodiann Peninsula
7 Eleanor - Winter Clothes	Carefully crafted warm clothing. Cold is the enemy of women, so this is helpful.	【TL】 2000 coins
h Eleanor - Demon Slayer Uniform Inspector General's generic uniform worn before taking office. When worn, the battle t	eme changes and grows louder (♪).	【TL】 1000 coins
9 Eleanor - Phoenix Malmin Nurm in B	Phoenix Nurmin body for Eleanor. My ideal is as immortal as a phoenix!	【TL】 2000 coins
(10) Eleanor - Fire Nurmin B	Eleanor - Fire Nurmin body for Eleanor. ·····Cute ∀	【TL】 2000 coins
11 Eleanor - Water Nurmin B	Water-noru Min Body for Eleanor. With this, even if you've gained a little weight recently, no one will notice!	【TL】 2000 coins
(12 Eleanor - Wind Norumin B	Eleanor's Wind Norumin Body.∴.. It's not a frog, you know?	Clear Stage 5 of Chamballoon 2.
(13 Eleanor - Earth Norumin B	Eleanor's Earth Norumin Body. Norumin's charm is not to be underestimated!	Cat NPC Box unlock 40 units
(14 Eleanor - Death Norumin B	Eleanor's Death Norumin Body. Black is hard to pull off. ·····	[TL] 2000 sheets

① Eleanor's default hairstyle Style

② For Eleanor's hat Hairstyle

③ Eleanor's color variation Hair

④ Eleanor - Immortal Bird Norumin H

⑤ Eleanor - Fire Nor Min H

⑥ ● Eleanor - Mizunoru Min H

⑦ Eleanor - Kazenor Min H

⑧ Eleanor - Jinanoru Minister H

⑨ Eleanor - Munoru Min H

⑩ Eleanor - Bien Hood

① Eleanor Regular Outfit

② L ﾌ/· Bamboo Minor ｺ

③ Eleanor - Standard Color Variant

④ IL/7 · Hot Spring Outfit

⑤ ﾊ ﾋﾟ· Serving Outfit

⑤⑥ IL/ﾌ · Swimwear Outfit

⑦ IV/ ﾃ · Winter Clothing

⑧ Craft / ﾌ · Mage Hunter Uniform (^)

⑨ エレノア・不死鳥ノルミンB

⑩ V/ ﾌ · Fire/B ルミン

⑪ L/ﾌ · Water / ﾙﾐﾝ B

⑫ エレノア・風ノルミンB

⑬ IV/z. di/er san so B

⑭ エレノア・無ノルミンB

6 Attachments

Equippable Characters All Members

Name	Cost	Explanation	Acquisition Method
1 Hat	1.5	Simple items are the foundation and essence of fashion. Wear them with your own ingenuity!	【TL】 500 sheets
② Silk Hat	1.5	The hat that combines style and elegance. It is suitable for gentlemen as well as ladies.	Unlock 8 Catman Boxes
3 Tengaron hat	1.5	Very wild Western hat. If you wear it, surely you can ride a horse like the wind!?	Unlock one Cat Person Box
④ Pirate Hat	1.5	When worn, you become a sea raider as well. Officially called a tricorne hat	Clear the intermediate level of Izurt's character cards
⑤ Snow Country Hat	2	A very warm fur hat. Pair it with a cold-weather coat.	【TL】 500 sheets
6 Crown	2	A luxurious crown that only the king is allowed to wear. Since you are the king of your country, it's OK.	[Unknown Sea] Kwik Peninsula
7 Kingfish Crown	2	Proof that all masters were hooked. A dazzling insight that can be startlingly heavy to pull up six kinds of bosses with a single mighty fishing.	
8 Healing Cat	2	When worn, you become cat... or rather, you feel kittenly gentle.	Unlock 30 Cat Person Boxes
9 Inumimi (Shiba)	1	Wise and brave dog ears. Recommended for those who want to claim the dog side.	【TL】 500 sheets
10 Dog Ears (Black Shiba)	1	Wise and brave dog ears. The color preference is important.	Clear the intermediate level of Stoneberry character cards
(11 Bunny Ears (White)	2	Innocent white bunny ears to stage cuteness. They quietly seem capable of gathering surrounding rumors.	Open 26 Cat-Nin Boxes
2 Black Bunny Ears	2	Black bunny ears with a strange, eerie charm. They may also enhance surrounding scouting abilities.	【Unknown Sea】 Barbatos Archipelago
13 Angel Halo	1	A halo of light representing holiness. Convenient when reading a book in bed as well.	Open 10 Cat-Nin Boxes
14 Horn	1.5	Raifisette is a stylish item you pull up from fishing. For those who want to pursue individuality.	Main: obtainable at level 40
15 Soundproof Headphones	1.5	Block out all noise. But make sure to stay aware of your surroundings.	【TL】 500 sheets
16 Earmuffs	1.5	An essential winter item to protect the ears from the cold. That pain can only be understood by people from the north.	[Different Sea] Amarthia Subcontinent
17 Elf Ears	1	The ears of a mysterious magical race that manipulate magic. Magiru's ears are pointed too, but they are not elves.	【TL】 500 sheets
18 Sideburns	1	What are "sideburns" being rubbed or raised...? That remains an eternal mystery.	【TL】 500 sheets
19 Afro Hair	2	A hairstyle that expresses a bursting passion of the heart... that's Afro. Will you burst out too?	Unlock 52 Cat-Nin Boxes
20 Mohawk	1	A hairstyle that expresses the stubbornness of the heart... that's the pompadour. Will you stand out too?	Clear the middle tier of the Tarieshin character card
21 Left Part of Fringe	1	My left side looks hard to see no matter what, but I'll go with this anyway! That is my choice!	【異海】 Choogle Island
22 bangs split	1	Quite hard to see on the far right, but I'll go with this anyway! Matching with Krokro?	Releasing 12 Nekonin Boxes
23 Ahoge	1.5	A single strand of hair that makes a statement... If calling that ahoge, then I'm fine being an ahoge!	Clearing Course 1 of the Coin Getter
224 futo eyebrows	1	The eyebrow that triples willpower. The time required for grooming also triples, though.	Releasing 44 Nekonin Boxes
25 Eisen Glasses	1	Ambitiously near-sighted Eisen. The sulky look is not solely because of that... unfortunately.	Cleared the intermediate stage of Renid's character card
26 Frameless Glasses	2	Frameless... Could it be a manifestation of not wanting to be framed?	【Different Sea】 Oni Sea Asura
②27 Round-Framed Glasses	2	Glasses that convey a knowledgeable and gentle impression. I want to be looked at intently.	【TL】 500 sheets
28 Square Frame Glasses	1.5	The impression will either be "stiff" or "serious"... it depends on the wearer.	Unlock two Cat-nin Boxes
229 Sunglasses (Standard)	1.5	A classic pair of sunglasses that balance fashion and practicality.	【TL】 500 sheets
30 Sunglasses (Color Frame)	1.5	Sunglasses that enhance fashion sense, for when you want to push out your own world.	【異海】 Gemini Islands Diomel
31 Sunglasses (Aviator)	1.5	That classic shape eloquently speaks to the owner's aesthetic sensibility more than anything.	Unlock twenty-two Cat-nin Boxes
(32) Sunglasses (Black)	1.5	They can conceal the wearer's emotions and expressions. It is close to the effect of a mask.	【TL】 500 sheets
33 Turret Glasses	1	Eleanor's stylish item caught by the fishing rod. For those who want to pursue individuality to the utmost.	Main 40 Acquired
34 Angry Glasses	1	Glasses that can make you look angry. You can keep staring even while asleep.	【TL】 500 sheets
(35) Laughing Glasses	1	Glasses that can make you smile. It is not recommended to wear them while listening to someone.	Unlock 24 Nekonin Boxes
36 Crying Glasses	1	Glasses that make you look like you're crying. Everyone will surely worry about you.	Clear Course 1 of Isle Ut for the Flag Checker
(37 Monocle	1	Monocle full of a troublesome vibe. It's not well known how to wear it.	Unlock 54 Cat-Nin Boxes
38 眼帯（鍔）	1	Eyepatch using the hilt of a sword. A must-have item to evoke the aura of a master swordsman.	【異海】 Canonno Spring Summer Autumn Island
39 Eye Patch (Pirate Style)	1	Marked with the emblem of the Eyfried Pirates. An eyepatch of an outcast bearing the mark of an outlaw.	Enemy: Pirate Sacred Servant
40 Cheeks Blush	1.5	A pure sign blooming on a maiden's cheek. Of course, it's also suitable for a pure-hearted man's cheek, go ahead!	Unlock 6 Cat-Nin Boxes
41 Half-Flat Earrings (Left)	1	Half-flare is a type of hoop piercing. It's unobtrusive but makes a definite statement.	【TL】 500 sheets
442 Half-Flat Earrings (Right)	1	Half-flare is a type of hoop piercing. It's unobtrusive but makes a definite statement.	【TL】 500 sheets
43 Ring Earring (Left Ear)	1	Once, piercings and earrings carried magical significance beyond decoration.	Unlock 42 Cat-Nin Boxes
44 Ring Earring (Right Ear)	1	Once, piercings and earrings carried magical significance beyond decoration.	Unlock 46 Cat-Nin Boxes
45 Earring (Left Ear)	1.5	A bow tie for servers that sways gently, drawing the opponent's gaze unobtrusively. From the ears to the eyes...	Unlock 14 Cat-Nin Boxes
¥46 Earring (Right Ear)	1.5	A swaying item that unobtrusively guides the opponent's gaze. From the ears to the eyes...	Unlock 20 Cat-Nin Boxes
47 Mustache	1	A stylish item fished up by Magiru. For those who are determined to push their individuality to the extreme.	Main 40 to obtain
Waiter's Bow Tie	1	A chic bow tie. Let's pair it with the serving outfit!	Serving game cleared with Lifisset
49 配膳人のリボンタイ	1	A simple ribbon tie. Let's pair it with the serving outfit!	Clear the serving game with velvet

① Hat

② Silk Hat

③ Bandit Hat

④ Pirate Hat

⑤ Snow Country Hat

⑥ Crown

⑦ Crown of the Fish King

⑧ Healing Cat

⑨ Inu Mimi ()柴

⑩ Inumimi (Black Shiba)

① Bunny ears (White)

12 Bunny ears (R)

1 Angel's ring

14 angles

⑩ Soundproofing Headphones

⑩ Earmuffs

⑩ Elf ears

⑩ Sideburns

⑩ Afro hairstyle

20 Mohawk

② Front Hair Left Part

② Hair Part

2 Cowlicks

24 Thick Eyebrows

25 Eizen's Glasses

26 Frame Resmegane

Two Rounds Frame Glasses

28 Square Frame Glasses

29 Sunglasses (Standard)

③ Sunglasses (Color Frame)

③ Sunglasses (Aviator)

③2 Sunglasses (Black)

33 Spin Glasses

34 Angry Glasses

③ Laughing Glasses

36 Crying Glasses

③ Monocle

38 Eyepatch (with guard)

339 Eyepatch (Pirate style)

④ Blush

④1 Half Flair Piercing (Left ear)

④ Half Flair Piercing (Right ear)

④ Ring Piercing (Left ear)

④ Ring Piercing (Right ear)

45 Earrings (Left ear)

46 Earrings (Right ear)

47 口髭

④48 Server's attendant Butterfly tie

④ Server's attendant Ribbon tie

Name	Cost	Description	Acquisition Method
(50) Collar	1	Not a binding, but a statement of fashion. Wear it as a choker. A brooch specially	Clear intermediate Rogue-less character card stage
51 Pirate Brooch	1	made by the Aifreed Pirates. Wearing it will put you on a wanted list, though.	【TL】 500 sheets
(52) Hibiscus Corsage	1	A accessory to create flair. The trick is to wear it boldly.	【異海】 Arvain Continent
53 Rose Corsage	1	A refined accessory. The trick is to wear it subtly.	Unlock 4 Cat-Nin Boxes
54 Angel Wings	2	The white wings are a proof of a pure heart. Follow your heart and fly anywhere!	Unlock 34 Cat-Nin Boxes
(55) Demon 羽	2	Devilish wings that evoke a sense of demonliness. In matching with Bienfu!?	【異海】 Tipuo Island
(56) Telescope	1	An essential adventuring item on par with a compass. Also known as “tomeglasses”	【異海】 Raymon Storm Sea
57 Devil's tail	1	Tail that curves like a snake. The pointed tip does not always point north...	Clear Coin Getter Course 3
(58) Inushippo (Shiba)	2	Gallant Dog’s Tail. Recommended for those who want to express emotions with their tail	Unlock 18 Cat-Nin Boxes
59 Inushippō (Kuroshiba)	2	Gallant black dog’s tail. Wagging this does not mean you have raised the “white flag.”	[Strange Sea] Breath Arts Sea Area
60 Tokage no shiri	2	Daemon Dail’s tail!? Even in trouble, you cannot cut it off.	Unlock 56 Cat-Nin Boxes
61 Runaway Man	2	Always with the Runaway Man. It’s not about choosing; it’s recommending to those who have already chosen	【TL】 500 sheets
62 Cuddling Sophie	2	Always with Sophie. Recommended for those who know how to read the “Dai-kaseki”	[Enemy] Dark Kaminin
63 Jude Anytime	2	Always with Jude from TOX. Recommended for those who know 'Hao's Egg Theory'.	【Enemy】 Jude (1)
(64) Mira Anytime	2	Always with Milla from TOX. Recommended for those who know her charming points.	[Enemy] Milla (2)
65 Ludger Anytime	2	Always with Ludger. Recommended for those who know his specialty dish.	【TL】 500 sheets
(66) Always Lloyd	2	Always with Lloyd. Recommended for those who believe dual-wielding is twice as strong as a single sword!	【異海】 Exphia Sea of Gods
⑥7 Always Marta	2	Always with Marta. Recommended for those who seek a prince.	【TL】 500 sheets
68 Book-reading Sorey	2	Always with Sorey. Recommended for those whose hearts thrill at the mysteries of ruins.	【異海】 Norumin Archipelago Sea
69 Always Norumin	2	Norumin, also called "凡隷", is always by your side. It can be吊り下げ upside	SUB 18 “Happiness Nomura Doll ⑥”
70 Ride-on Bienfu	2	down as well. The playful Bienfu is always by your side. Don’t say "annoying	Jump! Vie n Fu Extra ranked number 1
(71) Seated Grimoire	2	". The Grimoire is always by your side. Learn adult charm from it.	All courses of the Flag Checker and Coin Getter cleared
72 Fluffy Lapid	2	Fluffy Lapid from TOV is a fluffy plush. Recommended for those who love a reliable dog	【異海】 Great Archipelago of Kri tia
73 Fluffy Lulu	2	TOX2's fluffy Lulu plush. Recommended for people who like chubby cats.	Unlocked 58 Catman Boxes

50 Collar

⑤ Pirate's Brooch

52 Hibiscus Corsage

63 Rose's Corsage

54 Angel's Wing

55 Devil's Feather

56 Telescope

5 Devil's Tail

58 canine tail (K)

59 canine tail (Black)

⑥ Lizard's Tail

6 Out-of-control Man

62 Baby Sophie

63 Anytime Jude

⑥4 Anytime Mira

65 Anytime Rudgar

⑥ Anytime Lloyd

⑥ Anytime Marta

68 Reading Sure

⑥ Anytime Nolmin

⑩ Possession Bienfu

7 Sit Grimoire

12 Fluffy Rapide

73 Fluffy Ruru

Shop Data

Items available for purchase in shops vary by location, shop rank, progress in the main episode, and other factors. To keep ingredients stocked, be sure to memorize the locations of the shops you can use.

Shop Lv and Rank

The screen does not display this, but each shop has a shop level set, and the sum of this value with a shop rank common to all shops determines the variety of items that will be restocked. Among them, the shop with the highest shop level, the Village of Cats' Shop, has the richest assortment. Also, the items on the right will become available to purchase after progressing to the indicated timing, and will be available for purchase at all shops.

Items and timings added

Name	Timing
Denore Bottle	Main 18 ~
Inov Bottle	Main 29 ~
Frosted meat of Uriboar, Nutmeg	Unlocked after cooking Main 12
Doubanjiang, Tofu	Main 201 ~
Our choose sauce, Octopus	Main 41 ~
Morning-squeezed milk, Spinach	Main 47 ~
Legendary Doubanjiang, Legendary Tofu	SUB 29 "Moana's Treasure" After Clearing

Shop Level and Usage Period

Location	Shop Name	Shop Level	Usage Period
Abal	Yorozuya "Burkaito"	8	Main 1 ~ 6
	Yorozuya "Gaias"	41	Main 47
Heravysa	Weapon Shop "Kelvin"	8	Main 11 ~ 39
		34	Main 40 ~ 57
		47	Main 58 ~
Biarsley	Armorer Shop "Formlhaut"	8	Main 12 ~
Western Laban Cavern	Purchasing Department "Chat & Patty"	8	Main 15 ~ 16
	Yorozuya "White Turtle Shop"	8	Main 16
Brunark Plateau	Yorozuya "White Turtle Shop"	8	Main 17
セKuson 港	Weapon Shop "Dunamis"	15	Main 18 ~
	Maniya "Gaia"	54	Main 65 ~
Rogres	Armor Shop "Wylder"	15	Main 19 ~ 36
		28	Main 37 ~ 57
		47	Main 58 ~
	Dark Shop "Blood Butterfly"	15	Main 21
Daana Way	Maniya "White Turtle House"	15	Main 22 ~ 23
Ikrolk Ruins	General Store 「White Turtle Shop」	15	Main 25~26
Vestir Mineto	Yorozuya "White Tortoise Shop"	21	Main 27 ~ 28
Cadonix Port	Armorer "Crow"	21	Main 28 ~
Renid	Armor Shop "Chandor"	21	Main 30 ~
Izurt	Armory "Galdios"	28	Main 34 ~
Haria	Armory " Belforma"	28	Main 35–36)
Titania	General Store 「White Turtle Shop」	28	Main 38 ~ 39
		41	Main 52
Stoneberry	Armory " Hearts"	34	Main 42 ~
Tarien	武具屋 "Capel"	41	Main 46 ~
Rioniel Island Pier	Purchasing Department "Chat & Patty"	41	Main 50 ~ 51
Caerland	Yorozuya "White Tortoise Shop"	47	Main 54–56
Veildu Marsh	Yorozuya "White Tortoise Shop"	47	Main 56–57
Gaibrook Ice Land	Yorozuya "White Tortoise Shop"	60	Main 60–(※)
Meirushio	Armory " Tiger Festival"	54	Main 61
	Purchasing Department "Chat & Paty"	54	Main 62 ~
The Throne of the Holy Lord	General Store "Hagure Neko-ya"	54	Main 65 ~
Catnip Village	Armory "Vintosvent"	60	Main 65 ~

※The occurrence of "Kamenin Shimaikki ⑤" will disappear in SUB 07

DLC Costumes & Attachments

Costumes and attachments distributed as DLC, along with rare boards introd uced. For each costume, the names of hairstyles and attachments included in the set are also listed. Gear up in special outfits and enjoy the adventure.

Pirate-style Costume

Each 300 yen (tax included) / Male set, Female set 800 yen (tax included) each

Pirate-style outfit Velvet

【Set contents】

- 【Pirate style】 Velvet hairstyle
- 【Pirate style】 Velvet pirate outfit
- 【Pirate style】 Female pirate's pirate hat
- 【Pirate style】 Parrot

【Pirate style outfit】 Roclow

【Set contents】

- 【Pirate style】 Roclow hairstyle
- 【Pirate style】 Roclow pirate outfit
- 【Pirate style】 Exotic warrior's bandana

【Pirate style outfit】 Raifside

【Set contents】

- 【Pirate style】 Raifset hairstyle
- [Pirate-inspired] Raifisset Pirate Costume
- [Pirate-inspired] Viking Horned Helmet

【Pirate-inspired Costume】 Eisern

【Set Contents】

- 【Pirate-inspired】 Eisern Hairstyle
- 【Pirate-inspired】 Eisern Pirate Costume
- 【Pirate-inspired】 Admiral's Pirate Hat
- 【Pirate-inspired】 Eyepatch of the Admiral

【Pirate-inspired Costume】 Magirru

【Set Contents】

- 【Pirate-inspired】 Magirru Hairstyle
- 【Pirate-inspired】 Magirru Pirate Costume
- 【Pirate-inspired】 Bandana (Red)

【Pirate-inspired Costume】 Eleanor

【Set Contents】

- 【Pirate-inspired】 Eleanor Hairstyle
- 【Pirate-inspired】 Eleanor Pirate Costume
- 【Pirate-inspired】 Pirate Hat (Blue)
- 【Pirate-inspired】 Monocle

Summer Vacation Costume

400 yen (tax included) per item / Men's set; Women's set are 1,100 yen (tax included) each

【Summer Vacation Outfit】Velvet 3-Color Set

【Set contents】

- 【Summer Vacation】 Velvet Hairstyle
- 【Summer Vacation】 Velvet Swimsuit (♪)
- 【Summer Vacation】 Hibiscus Hair Accessory (Red)
- 【Summer Vacation】 Velvet Hairstyle ver2
- 【Summer Vacation】 Velvet Swimsuit ver2 (♪)
- 【Summer Vacation】 Hibiscus Hair Accessory (Orange)
- 【Summer Vacation】 Velvet Hairstyle ver3
- 【Summer Vacation】 Velvet Swimsuit ver3 (♪)
- 【Summer Vacation】 Hibiscus Hair Accessory (Purple)

【Summer Vacation Outfit】 Rokkrow 3-Color Set

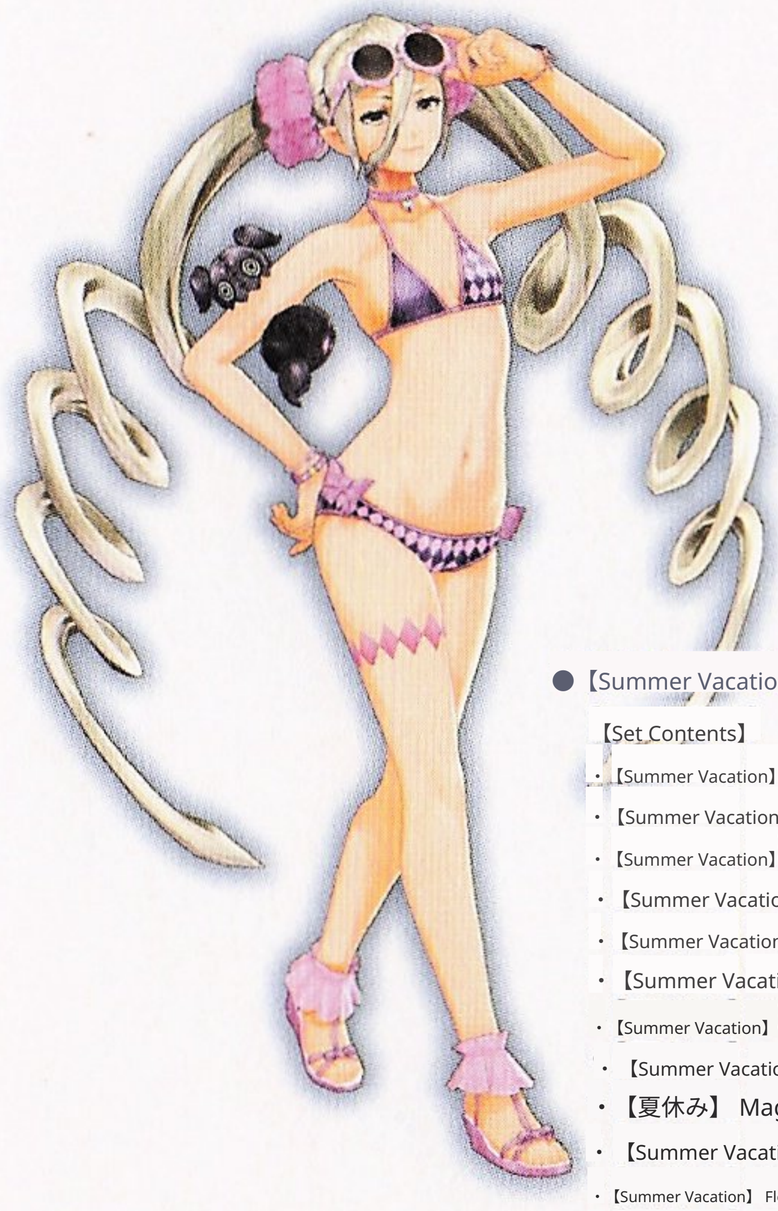
【Set contents】

- 【Summer Vacation】 Rokkrow Hairstyle
- 【Summer Vacation】 Rokkrow Swimsuit (♪)
- 【Summer Vacation】 Straw Hat
- [Summer Vacation] Rokurou hairstyle ver2
- [Summer Vacation] Rokurou swimsuit ver2 (♪)
- [Summer Vacation] Straw hat (brown)
- [Summer Vacation] Rokurou hairstyle ver3
- [Summer Vacation] Rokurou swimsuit ver3 (♪)
- [Summer Vacation] Panama hat

[Summer Vacation Outfit] Raifise 3-color set

【Set contents】

- [Summer Vacation] Raifset hairstyle
- [Summer Vacation] Raifset swimsuit (♪)
- [Summer Vacation] Camouflage cap (white)
- [Summer Vacation] Insect cage (phoenix)
- [Summer Vacation] Raifset hairstyle ver2
- [Summer Vacation] Raifset swimsuit ver2 (♪)
- [Summer Vacation] Camouflage cap (black)
- [Summer Vacation] Insect cage (green)
- 【Summer Vacation】 Laifisetto hairstyle ver3
- 【Summer Vacation】 Raifisette Swimsuit ver3 (♪)
- 【Summer Vacation】 Camouflage Cap (Blue)
- 【Summer Vacation】 Insect Cage (Blue)



【Summer Vacation Outfit】 Magee3 Color Set

【Set Contents】

- 【Summer Vacation】 Magee hairstyle
- 【Summer Vacation】 Magee swimsuit (♪)
- 【Summer Vacation】 Flower-shaped sunglasses (pink)
- 【Summer Vacation】 Tippo Float
- 【Summer Vacation】 Magee hairstyle・ver2
- 【Summer Vacation】 Magee swimsuit ver2 (♪)
- 【Summer Vacation】 Flower-shaped sunglasses (Sunflower)
- 【Summer Vacation】 Tippo Float (green)
- 【夏休み】 Magiru hairstyle・ver3
- 【Summer Vacation】 Magee swimsuit ver3 (♪)
- 【Summer Vacation】 Flower-patterned Sunglasses (Red)
- 【Summer Vacation】 TipovFloat (Red)

【Summer Vacation Outfit】 Eisen Three-Color Set

【Set Contents】

- 【Summer Vacation】 Eisen Hairstyle
- 【Summer Vacation】 Eisen Swimsuit (♪)
- 【Summer Vacation】 Diving Goggles (Blue)
- 【Summer Vacation】 Kinjong Float
- 【Summer Break】 Eisern Hairstyle・ver2
- 【Summer Vacation】 Eisen Swimsuit ver2 (♪)
- 【Summer Vacation】 Diving Goggles (Red)
- 【Summer Vacation】 Black Kinjong Float
- 【Summer Vacation】 Aizen hairstyle・ver3
- 【Summer Vacation】 Aizen swimsuit ver3 (♪)
- 【Summer Vacation】 Swim goggles (blue)
- 【Summer Vacation】 Pengyong Float

【Summer Vacation Costume】Eleanor 3-Color Set

【Set contents】

- 【Summer Vacation】 Eleanor hairstyle
- 【Summer Vacation】 Eleanor swimsuit (♪)
- 【Summer Vacation】 Headband Ribbon (Green)
- 【Summer Vacation】 Eleanor hairstyle - ver2
- 【Summer Vacation】 Eleanor swimsuit - ver2 (♪)
- 【Summer Break】 Headband Ribbon (Purple)
- 【Summer Vacation】 Eleanor hairstyle - ver3
- 【Summer Vacation】 Eleanor swimsuit - ver3 (♪)
- 【Summer Vacation】 Headband Ribbon (Black)

※(♪) The costume noted indicates that the in-game battle BGM will change

School Uniform

400 yen each (tax included) / Men's set and Women's set are 1,100 yen each (tax included)

【School Uniform】 Velvet Three-Color Set

【Set Contents】

- 【School】 Velvet Hairstyle
- 【School】 Velvet Uniform (♪)
- 【School】 Stripes Ribbon (White)
- 【School】 Velvet hairstyle (Winter)
- 【School】 Velvet Winter Uniform (♪)
- 【School】 Stripes Ribbon (Brown)
- 【School】 Velvet Hair Style (Pattern)
- 【School】 Velvet Pattern Uniform (♪)
- 【School】 Polka Dot Ribbon (Red)

【School Costume】 Rokuro 3-Color Set

【Set contents】

- 【School】 Rokuro Hair Style
- 【School】 Rokuro Uniform (♪)
- 【School】 Black-Rim Glasses
- 【School】 Rokuro Hair Style (Winter)
- 【School】 Rokuro Winter Uniform (♪)
- 【School】 Self-frame Glasses
- 【School】 Rokuro Hair Style (Pattern)
- 【School】 Rokuro Pattern Uniform (♪)
- 【School】 Two-Tone Frame

【School Outfit】 Raifisset 3-Color Set

【Set contents】

- 【School】 Raifisset Hair Style
- 【School】 Raifisset Uniform (♪)
- 【School】 Student Cap
- 【School】 Student Bag (Tea)
- 【Academy】 Raifiset Winter Uniform Hair Style
- 【Academy】 Raifiset Winter Uniform (♪)
- 【Academy】 Student Hat (Brown)
- 【Academy】 Student Bag (Black)
- 【Academy】 Raifiset Pattern Hair Style
- 【Academy】 Raifiset Pattern Uniform (♪)
- 【Academy】 Student Hat (Checkered)
- 【Academy】 Student Bag (White)

【School Uniforms】 Aizen 3-Color Set

【Set Contents】

- 【Academy】 Aizen Hair Style
- 【School】 Aizen Teacher Uniform (♪)
- 【Academy】 Bakko glasses
- 【Academy】 Eisen winter clothing hairstyle
- 【Academy】 Eisen winter uniform for teachers (♪)
- 【Academy】 Bakko glasses (Orange)
- 【Academy】 Eisen patterned hair style
- 【Academy】 Eisen patterned teacher outfit (♪)
- 【Academy】 Bakko glasses (White)

【Academy Outfit】 Magiru 3-color set

【Set contents】

- 【Academy】 Magiru hairstyle
- 【Academy】 Magiru uniform (♪)
- 【Academy】 Large black-rimmed glasses
- 【Academy】 Magiru hairstyle (Winter)
- 【Academy】 Magiru Winter uniform (♪)
- 【Academy】 Extravagant glasses
- 【Academy】 Magiru hairstyle (Pattern)
- 【Academy】 Magiru patterned uniform (♪)
- 【Academy】 Large white-rimmed glasses

【School Uniforms】 Eleanor 3-Color Set

【Set contents】

- 【School】 Eleanor hairstyle
- 【School】 Eleanor uniform (♪)
- 【School】 Beret (White)
- 【School】 Eleanor hairstyle (Winter)
- 【School】 Eleanor winter uniform (♪)
- 【School】 Beret (Black)
- 【School】 Eleanor hairstyle (Pattern)
- 【School】 Eleanor patterned uniform (♪)
- 【School】 Camouflage beret

※ (♪) garments indicating that the normal battle BGM changes

Maids & butler outfits

Each 300 yen (tax included) / Male set and Female set are 800 yen each (tax included)

● 【Maids & Butler Outfits】 Velvet

【Set contents】

- 【Maid】 Velvet hairstyle
- 【Maid】 Velvet maid costume
- 【Maid】 Lace headband

● 【Maids & Butler Outfits】 Roku-rou

【Set contents】

- 【Butler】 Roku-rou hairstyle
- [Butler] Rokkuro Chef Outfit
- [Butler] Chef Hat

● 【Maid & Butler Outfit】 Lifisette

【Set Contents】

- 【Butler】 Lifisette Hairstyle
- 【Butler】 Lifisette Butler Outfit
- 【Butler】 Apprentice Notebook

● 【Maid & Butler Outfit】 Aizen

【Set Contents】

- 【Butler】 Aizen Hairstyle
- 【Butler】 Aizen Butler Outfit
- 【Butler】 Butler's Monocle

● 【Maid & Butler Outfit】 Magilou

【Set Contents】

- 【Maid】 Magilou Hairstyle
- 【Maid】 Magilou Maid Outfit
- 【Maid】 Cat Ears Headband
- 【Maid】 Cat Tail

● 【Maid & Butler Costume】 Eleanor

【Set contents】

- 【Maid】 Eleanor hairstyle
- 【Maid】 Eleanor maid outfit
- 【Maid】 Flower decorative lace headband

Historical character costumes

Each 300 yen (tax included) / male set, female set is 800 yen (tax included) each

● 【Historical character costumes】 Velvet

【Set contents】

- 【Historical】 Velvet hairstyle
- [Legacy] Velvet Legacy Outfits (♪)
- [Legacy] Atowaito

● 【Historical Character Outfits】 Rocroou

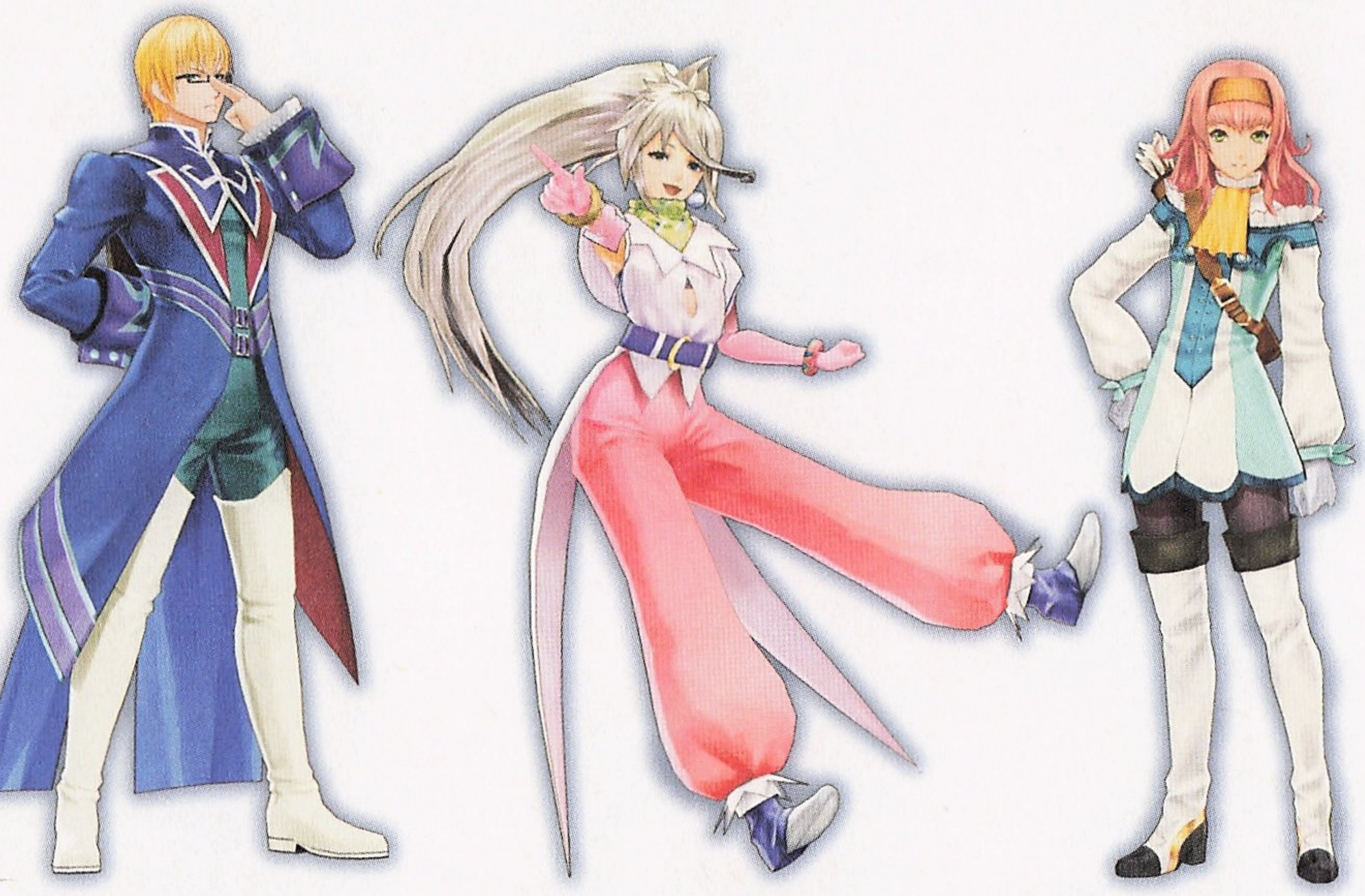
【Set Contents】

- 【Historical】 Rocroou hairstyle
- 【Historical】 Rocroou historical outfits (♪)
- 【Historical】 Crans Auto L
- 【Historical】 Crans Auto R

● 【Historical Character Outfits】 LyfiSet

【Set Contents】

- 【Historical】 LyfiSet hairstyle
- 【Historical】 LyfiSet historical outfits (♪)
- 【Historical】 Royal Rapier



● 【Historical Character Outfits】 Aizen

【Set contents】

- 【Historical】 Aizen hairstyle
- 【History】Isen Historical Outfits (♪)
- 【History】 Hubert's Glasses

● 【Historical Character Outfits】 Magru

【Set Contents】

- 【History】 Magru's Hairstyle
- 【History】 Magru's Historical Outfits (♪)
- 【History】 Arch's Earrings

● 【Historical Character Outfits】 Eleanor

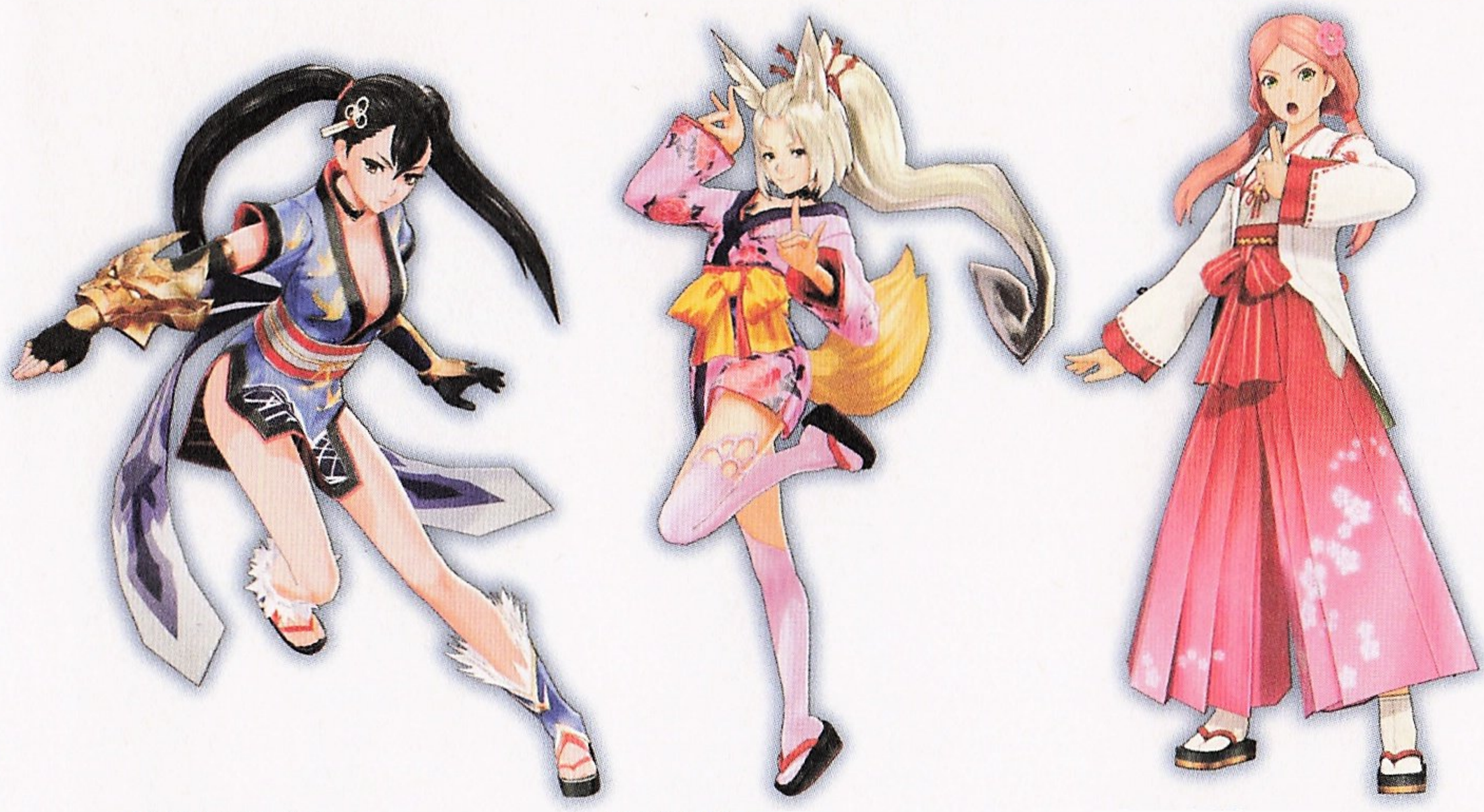
【Set contents】

- 【History】 Eleanor's Hairstyle
- 【History】 Eleanor's Historical Outfits (♪)
- 【History】 Natalia's Quiver

※(♪) indicates that the normal battle background music changes for the outfit

Japanese-inspired outfits

300 yen each (tax included) / Full set is 800 yen each (tax included)



● 【Japanese-style Outfit】 Velvet

【Set Contents】

- 【Japanese-style】 Velvet Hair
- 【Japanese-style】 Velvet Japanese Outfit
- 【Japanese-style】 Braided Cord Hair Ornament

● 【Japanese-style Outfit】 Magilou

【Set contents】

- 【Japanese-style】 Magilou Hair
- 【Japanese-style】 Magilou Japanese Outfit
- 【Japanese-style】 Fox Ears
- 【Japanese-style】 Fox Tail

● 【Japanese-style Outfit】 Eleanor

【Set Contents】

- 【Japanese Style】 Eleonora hairstyle
- 【Japanese Style】 Eleonora Japanese-style costume
- 【Japanese Style】 Plum blossom hair ornament

Deremasu Costume

Each 300 yen (tax included)/Full set for all characters 800 yen (tax included)

● 【Deremasu Costume】 Velvet

【Set Contents】

- 【Deremasu】 Shibuya Rin's hairstyle
- 【Deremasu】 Shibuya Rin's idol costume (♪)
- 【Deremasu】 Shibuya Rin's headpiece

● 【Deremasu Costume】 Magilou

【Set contents】

- 【Deremas】 Azusabuki Aya's hairstyle
- [Deremas] Futaba Anzu idol costume (♪)
- [Deremas] Futaba Anzu headdress

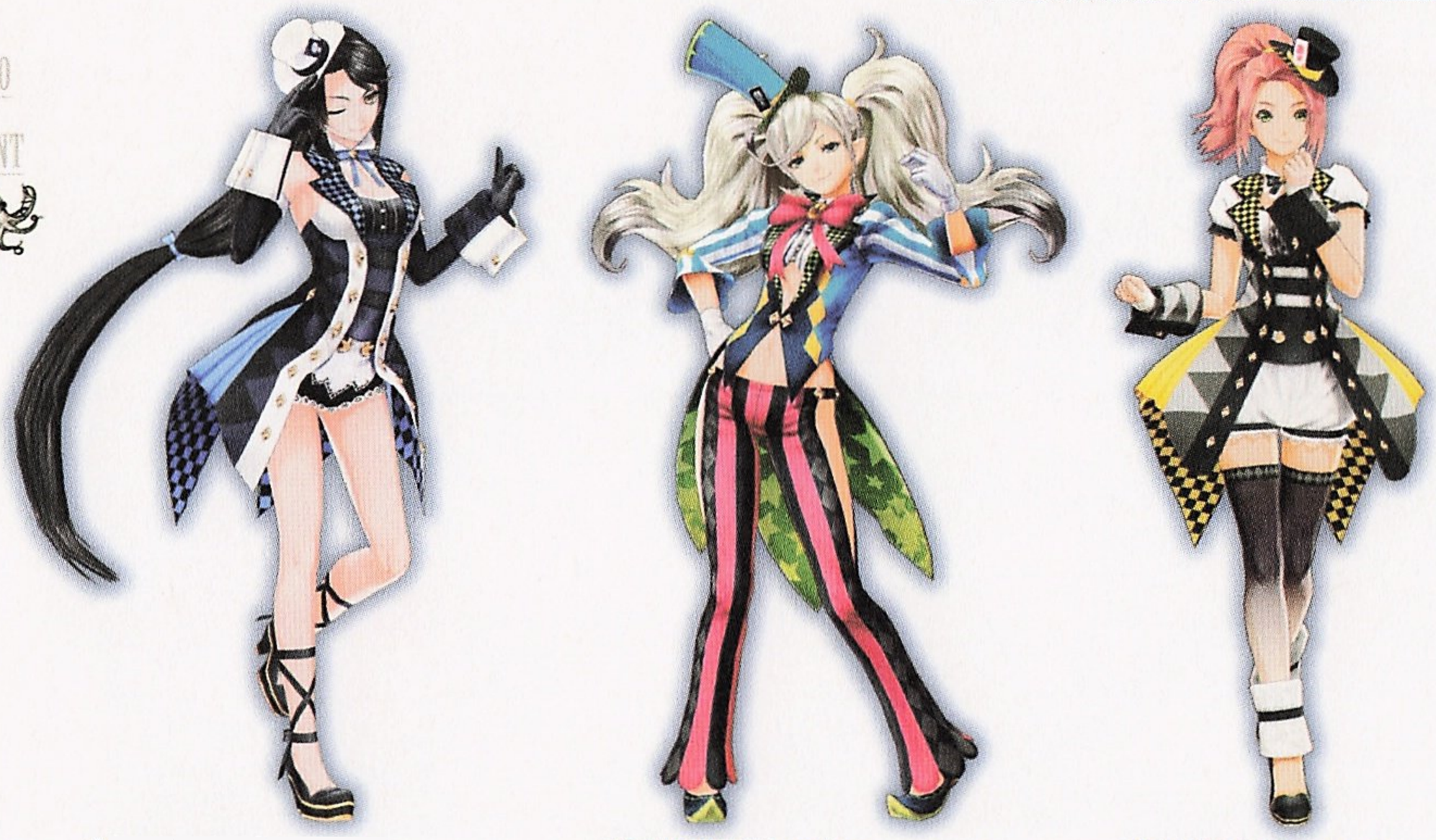
● [Deremas Costume] Eleanor

【Set contents】

- [Deremas] Kirari Moroboshi hairstyle
- [Deremas] Kirari Moroboshi idol costume (♪)
- [Deremas] Kirari Moroboshi headdress

Magic Troupe Costume

300 yen each (tax included) / Full set is 800 yen each (tax included)



● 【Magic Troupe Costume】 Velvet

【Set contents】

- 【Magic Troupe】 Velvet hairstyle
- 【Magic Troupe】 Velvet troupe costume
- 【Magic Troupe】 Top hat from the Attack Card

● [Prestige Magic Troupe Costume] Magilou

[Set Contents]

- [Prestige Magic Troupe] Magilou Hairstyle
- [Prestige Magic Troupe] Magilou Captain Outfit
- [Prestige Magic Troupe] Vienfu Card Silk Hat
- [Prestige Magic Troupe] Extravagant Ribbon

● [Prestige Magic Troupe Costume] Eleanor

【Set contents】

- [Prestige Magic Troupe] Eleanor Hairstyle
- [Prestige Magic Troupe] Eleanor Member Outfit
- [Prestige Magic Troupe] Normin Card Silk Hat

Fairy-tale Style Costume

Each 300 yen (tax included) / All-members set 500 yen each (tax included)

Mew Suit & Head

300 yen (including tax)

● Fairy-tale Style Costume Velvet

【Set contents】

- Fairy-tale Velvet hairstyle
- Fairy-tale Velvet girl costume
- Fairy-tale Blue ribbon

● 【Fairy-tale Style Costume】 Laifiset

【Set contents】

- Fairy-tale Laifiset hairstyle
- Fairy-tale Laifiset bunny costume
- Fairy-tale Polka-dot bunny ears
- Fairy-tale Pocket Watch

● Mew Suit & Head

【Set contents】

- 【Mew】 Velvet Mew H
- 【Mew】 Roclow Mew H
- 【Mew】 Laifiset Mew H
- 【Mew】 Laifiset Mew B
- 【Mew】 Eisern ミュウ
- 【Mew】 Magiru Mewウ H
- 【Mew】 Eleanor Mew H
- 【Mew】 Mew's Sorcerer Ring

Berセルia Doll Female Set

100 yen (including tax)

【Set contents】
Attachments
- Always Velvet
- Always Mageru
- Always Eleanor

Berセルia Doll Male Set

100 yen (including tax)

【Set contents】
Attachments
- Always Rocrow
- Always Laevuset
- Always Aizen

Short bob hairstyle

100 yen (including tax)

【Set contents】
Hairstyle
- ・Short bob・Velvet
- Short bob・Rocrow
- Short bob・Laevuset
- Short Bob・Eisen
- ショートボブ・マギルゥ
- ショートボブ・エレノア

Very short hairstyle

100 yen (including tax)

【Set contents】
Hairstyle
- Very Short - Velvet
- Very Short Rocro
- Very Short - Lilifset
- Very Short - Aizen
- Very Short - Magillu
- Very Short - Eleanor

前髪セット

100 yen (including tax)

【Set contents】
Hairstyle
- センター分け
- 短髪
- おかっぱ
- ミツマタ
- 斜めわけ

Back髪Set

100 yen (including tax)

【Set contents】
Hairstyle
- Giant Ponytail
- Braids
- Chignon
- topknot
- Ponytail

天使の羽セット

100円（税込）

【Set contents】
Attachments
- Angel's Both Wings
- Angel's One Wing (Left)
- Angel's One Wing (Right)
- Archangel's Both Wings
- Archangel's One Wing (Left)
- Archangel's One Wing (Right)

Rare Board Set

200 yen (tax included)

【Set contents】
Rare Board
- Bow Rabbit
- broom
- Rapid Board

Attachment
- Boar Rabbit Doll
- Wizard hat
- Rapid Doll

Chat Data

The interactions among party members and various thoughts are discussed in the familiar chat of the series. Here, long chat data and short chat lines are provided.

Aiming for complete long chats

Besides DLC, long chats can be replayed by talking to the chat neko in the village of Neko-nin. After clearing the main episodes, if you clear the EX Dungeon "Stairway to Heaven," you will also be able to replay long chats you have not seen. However, for each replay, 500 neko speed (neko supi) is consumed, so try to watch each long chat without missing them while progressing through the main and sub-episodes.

Only one of S033 or SO35, as well as dishes requiring level such as S121, can be viewed, so checking in the Cat Nation might help.

How to Read Long Chat Data

①	Chaa ② Title	③	Trigger Conditions Trigger Timing ④
M001	Wild Boar Hunt Ended!	Main 1	The event automatically occurs after the 3rd Uriboar battle ends
M002	Cape Shrine	Main 2	Automatically triggered when you examine the large hole at the cape of the Sp
M003	After the Hunt ···	Main 2	irit Forest; complete the battle with Uriboar on the way back to Avar
M004	A[illegible]he Family Grave	Main 3	It automatically occurs when you return to Velvet House
M005	Lafi's Request	Main 4	The event automatically occurs when you inspect the hearth and light the fire

① Number

This is a number assigned to a long chat created by this book itself. It corresponds to the category and number displayed when talking to Chat Cat NIN in Neko Nation. The categories are three as follows

M001~M292: Main. Long chats that occur during the progression of the main episodes

S001~S125: Sub. Long chats that mainly occur during the progression of sub-episodes

E001 ~ E040: Others. Other long chats

D001D017: DLC. Long chats that can be played by downloading the free catalog

② Chat title

Long chat title

③ Occurrence 発生時期

The timing of the long chat is indicated by the main episode number in this book. Except for those marked with "~", if you do not see the indicated timing, it will disappear. For the main episode numbers, refer to page 88

④ Conditions for occurrence and timing of occurrence

Conditions and timing for triggering long chats. To start a long chat that is not labeled as "occurs automatically," you must meet the triggering conditions and press the button while the chat title is displayed at the bottom-right of the screen.

Long Chat (Main)

Number	Chat Title	Origin	Triggering conditions and timing
M001	Uriboa Hunt Finished!	Main 1	It automatically occurs when the third Uriboar battle ends.
M002	Cape Shrine	Main 2	It automatically appears when you examine the large hole at the cape of the Forest of Tranquility.
M003	After the Hunt …·	Main 2	Battle with Uriboar on the way back to Abal
M004	At the Family Grave	Main 3	It automatically occurs when you return to Velvet House
M005	Lafi's Request	Main 4	The event automatically occurs when you inspect the hearth and light the fire
M006	Velvet's Delusion	Main 4	When you find the curry spice on the second floor, it automatically triggers.
M007	Family, After All	Main 4	After finding the curry spice, talking with Raifisette (younger brother) automatically triggers.
M008	Tra[illegible] of an Infiltration	Main 8	On the 2nd basement floor of Titania, approaching a fallen soldier will automatically trigger.
M009	Equipment Selection	Main 8	On the 2nd basement floor of Titania, opening a treasure chest containing equipment will automatically trigger.
M010	Drift	Main 11	After combat with the Werewolf and the Eagle, it automatically triggers.
M011	The imprisoned people	Main 11	As you progress through the Phigal Snowplain, it automatically triggers.
M012	Exit to the warehouse	Main 11	Automatically triggers when entering Heravisa's Warehouse from Figuar Snowfield
M013	Fou[illegible]he Merchant Ship Guild	Main 11	Automatically triggers upon reaching the center of Heravisa City
M014	Magiru Departure	Main 12	Automatically triggers when talking to Kurokuro standing in front of the shop
M015	Yasha Kurokuro	Main 12	Automatically triggers when advancing through Hadlou Swamp
M016	Taste of Apple	Main 12	Automatically triggers when entering Biasray
M017	Heravisa Alert Status	Main 13	Automatically triggers after a conversation with the head of the Merchant Guild on the way back to Heravisa
M018	The Obligation of Rochrow	Main 14	It automatically occurs after spending a night in the Hadlow Swamp Cave
M019	T[illegible]e the Boy	Main 14	After the Teressa battle, it automatically occurs
M020	Alignment of Interests	Main 15	It automatically occurs when you talk to Benwick
M021	Fortigan Strategy for the Takeover	Main 16	It automatically occurs when you join Aizen at the Western Laban Cavern
M022	The Barrier of the Main Gate	Main [16]	Proceeding north across the Burnaak Plateau will automatically trigger (events).
M023	Demonic Disease, Spreading	Main 17	Occurs automatically when entering Voortigan
M024	Explosion Preparation Complete	Main 17	After the first-level longsword anti-demon battle, it occurs automatically
M025	Control Room	Main 17	Occurs automatically when entering Voortigan's Control Room
M026	Key, Found	Main 17	Occurs automatically when entering Voortigan's Control Room
M027	Op[illegible]n the Sea Gate	Main 17	After detonating the battleship, when you open the door to the southern room, it automatically triggers
M028	Infiltrate the Banertia (Vanertia) Ship	Main 17	Automatically triggers after the Guardian battle
M029	Pirate Crew's Ship Stop	Main 18	Main 18 Start
M030	Exp[illegible]ration Ship	Main 18	After arriving at Zexion Port, after you move a little, it automatically triggers
M031	What a[illegible]the results of the exploration?	Main 18	When you execute the first foreign sea exploration, it automatically triggers
M032	Infiltration of the Capital	Main 18	When you enter Rogress, it automatically triggers
M033	Seek the Dark Guild	Main [19]	Automatically occurs upon entering Roglès Castle Front Plaza
M034	Destruction of Supplies	Main 20	Accept the quest "Destruction of Supplies" and automatically occur after leaving Roglès Tavern
M035	Saintly Dienfu?	Main 201	While carrying out the quest "Destruction of Supplies," automatically occurs after the battle with Eleanor
M036	Se[illegible]ch for the Missing	Main 201	Automatically occurs when you leave the Rogress tavern after accepting the 'Search for Missing Persons' quest.
M037	E[illegible]minate the Attacker	Main 20	Automatically occurs when you leave the Rogress tavern after accepting the 'Eliminate Attackers' quest.
M038	The [illegible]ason for the Attack	Main 20	Automatically occurs after fighting 3 Long-Armed Apes on Dana Road after accepting the 'Eliminate Attackers' quest.
M039	Completing Three Requests	Main 20	Automatically occurs after completing all 3 Bloodwing Butterfly quests.
M040	Hunger	Main 20	Automatically occurs after completing all 3 Bloodwing Butterfly quests and reporting to Tabatha.
M040	Accompanying Magill	Main 21	Automatically occurs after staying at the Rogress tavern.
M041	Magill's Divination	Main 21	Automatically occurs when you proceed near the center of the Royal Capital Underground Passage.
M042	Proceed[illegible]g to the Outer Palace	Main 21	Automatically occurs when you enter the corridor of Rogress Detached Palace.
M043	A W[illegible]ch who Enslaves the Saint	Main 21	Automatically occurs when you enter the Rogress city area after escaping from the Royal Capital Underground Passage.
M045	A Refreshing Morning	Main 22	Automatically occurs when you leave the Rogress tavern.
M046	What Am I, I Wonder?	Main 22	Automatically occurs when you proceed along Dana Road towards Zexon Port.
M047	Bor[illegible]om Buster	Main 22	Automatically occurs when you approach Magilou while passing time at Zexon Port.
M048	Recon Report	Main 22	After meeting Raffiset at Zexon Port, it automatically occurs when approaching the East Gate.
M049	Sorry, Aizen	Main 22	Finish the battle with Aizen and Zabeeda on Dana Street
M050	The [illegible]ate of the Throne	Main 22	It automatically triggers when entering the Seat of the Saint Master
M051	Vessel of the Sacred Servant	Main 25	Proceeding Through the Mid-Tiers of the Ivorc Ruins
M052	Mysterious Ancient Document	Main 26]	It automatically triggers when approaching Raiphset in Brigid Valley
M053	Vow of Eleanor	Main 26	It automatically triggers after resting at the Iboruku Ruins
M054	Rare Stone	Main 27	Automatically occurs as you progress through Briggitt Gorge
M055	Something more important than life	Main 27	It automatically triggers after defeating the刀 on the Brigid Valley and proceeding toward the suspension bridge
M056	No. Storm and Confronting Storm	Main 27	It automatically triggers when approaching the Vester Passage in Brigid Valley
M057	Chasing Rocro	[Main] 2	The battle with Shigure (1) in the Vester Cave automatically triggers after it ends
M058	[illegible]er Intent	Main 28	After the battle with Shigure (1) in the Vester Cave, when you proceed toward the Kokane Workshop, it automatically triggers
M059	Demon hunter attack, Assault	Main [28]	In the Vester Cave's Kokane Workshop, speaking with Eisen, Magilou, Eleanor, and Libiset will automatically trigger
M060	Eleanor's Limit	Main 28	When you defeat the First-Class Longsword Demon Hunter and the Second-Class Spear Demon Hunters x3 in the Vester Cave, it automatically triggers
M061	The True Strike and Shadow Strike	Main 28	Proceeding along the port side of the tunnel in the Vester Cave will automatically trigger

Number	Chat Title	Origin	Condition of occurrence and timing
M062	Bandit Plague	Main 29	Automatically occurs while traveling by ship from Kadnix Port to Izult Port
M063	Seek Saletoma	Main 30	Automatically occurs upon arrival at Renido
M064	Curse of the Grim Reaper	Main 30	Automatically occurs while proceeding through the Norr Marsh
M065	Eisen Coin	Main 30	As you progress through the Warg Forest, it will trigger automatically
M066	The Characteristics of Sareto-ma	Main 30	As you progress through the Warg Forest, it will trigger automatically
M067	Mysterious Man Zavidah	Main 30	After the Glossa Aguitt battle in the Warg Forest, it will trigger automatically when you return to Lenide
M068	Eisen and Zabida	Main 31	It will trigger automatically as you approach the Brunarak Plateau exit on the Nog Marsh
M069	Eisen and Aifried	Main 31	Proceeding north across the Burnaak Plateau will automatically trigger (events).
M070	Lowlayne	Main 31	It will trigger automatically as you approach Lowlayne
M071	Siegfried's Power	Main 32	Progressing from the Blunarque Plateau to the Norg Wetlands triggers automatically
M072	Recovery from Pirate's Sickness	Main 33	Automatically triggered when setting sail for Isurt Port
M073	Deciphering ancient writings, Start	Main 35	Automatically triggered when talking to the innkeeper in Haria
M074	In Pursuit of Truth	Main 36	Automatically triggered when proceeding along the Mannan Reef
M075	Interpretation of the Counting Song	Main 37	Automatically triggered at sea on the way to Zeixon Port
M076	With Hatmane	Main 37	It automatically triggers when progressing along the Dana Road toward Rogres
M077	Revisit the Imperial Capital	Main 37	When you enter Rogress, it automatically triggers
M078	Separate Action	Main 37	It automatically triggers when attempting to enter Rogres' tavern
M079	First Prince Barshival	Main 38	It automatically triggers at sea en route from Zexon Port to Titania
M080	How to Seek Demons	Main 39	It automatically triggers when you find Eleanor on the northern rooftop of Titania's watchtower
M081	Geomantic Node Sensing	Main 40	When you go to the deepest part of Titania, it automatically triggers.
M082	Catch the Demon at the Lure!?	Main 40	It automatically occurs when sailing from Titania
M083	Raifi	Main [40]	It automatically occurs when sailing from Titania
M084	Catch Result 1	Main 40	When Benwick talks and Velvet starts fishing, it automatically occurs
M085	Catch Result 2	Main 40	It automatically occurs when you view 【Catch Result 1】
M086	The Letter It Fell	Main 41	Automatically triggered when talking to Raifiset
M087	Eisen's Letter	Main 41	Automatically triggered when approaching Eisen at Titania Main Gate Port
M088	The Entrance of the Underworld	Main 42	Automatically triggered upon arrival at Zexon Port
M089	On the Summit of the Rock Mountain	Main 42	Automatically triggered when you progress to the summit of the rocky hill in Aldina Grassland
M090	The Dragon's True Form	Main 42	Automatically occurs after finishing the Shenron battle
M091	Return to the Hideout	Main 43	Automatically triggered when returning to Titania
M092	Prayers and Blessings	Main 43	Automatically occurs when you approach Eisen and Lifiset in the special detention cell of Titania
M093	The Current State of Heravisa	Main 44	Automatically occurs when returning toward Titania's main gate port
M094	Beginning Investigation	Main 44	Automatically occurs after advancing a little into Helavysa Harbor and hearing the townspeople talk about calamities
M095	Information Integration	Main 44	Automatically occurs after talking to all four of the key townspeople in Helavysa Town
M096	Fordis Ruins	Main 44	Automatically occurs when you progress through the surface layer of the Fordis Ruins
M097	Eleanor's Heart	Main 44	Automatically occurs after the Mō Monster Medisa battle, when advancing through the Figal Snowfield
M098	Thinking of Mother	Main 44	Automatically occurs after returning to Titania following the Mō Monster Medisa battle
M099	Second Verse of the Counting Song	Main 45	Automatically occurs when you talk to the Grimmoire on the northern rooftop of the watchtower in Titania
M100	Fog	Main [46]	Automatically occurs aboard the ship bound for Tarshish
M101	Tarielshin Arrival	Main 46	Upon arriving at Tarielshin, it triggers automatically
M102	Suspicion of Illusion	Main 47	Automatically occurs on the way to the Velvet House
M103	After the Hunt Again ••••••	Main 47	Automatically occurs after finishing the Oliboar battles three times in Morgana Forest
M104	Breaking through the Illusion	Main 48	Automatically occurs after battles with Garuda×2 and Vollvejhin×2
M105	Suspicion towards Eleanor	Main 48	Automatically occurs after the battle with the demon Devourer Ortros; proceeds to the cliff road by the shore of Purunaha Lake, then automatically occurs
M106	The Two Who Pass By	Main 48	During the voyage by ship from Tarieshin to Titania
M107	To Lionel Island	Main 49	Automatically occurs upon entering the interior of Titania
M108	Rescue Signal Flag	Main [49	Automatically occurs during the voyage to the Liörnell Island wharf
M109	Teresa and Oscar	Main 49	Automatically occurs upon arrival at the Liörnell Island wharf
M110	Freeze the Heart	Main 51	After the unfinished Godly Oskar battle, it automatically occurs
M111	The Rogue of the Holy Lodge	Main 51	It automatically occurs when you approach Benwick on the Rialto Island Pier
M112	The Abyss of Despair	Main 53	Automatically occurs when you progress to the Second Layer of the Leyline
M113	The Reincarnators	Main 53	Automatically occurs after progressing to the Fourth Layer of the Leyline and viewing the memory of the earth
M114	Dragon Discovery	Main 54	Automatically occurs when you approach the dragon located in The Calis II
M115	Miracle Escape	Main 55	Auto-trigger at the start of Main 55
M116	Crisis of the Banueltia	Main 55	Automatically triggered when staying at the Kadniks Port Inn
M117	The Bewildering Death	Main 56	Auto-trigger on the ship while moving to Lionel Island Pier
M118	Clues to Counterattack	Main 56	The battle with the demon-infused Ifrid ends and automatically triggers
M119	The Four Holy Masters Resurrection Strategy	Main 57	Automatically triggers when talking with the grimoires on the Lionel Island pier
M120	Loitering Holy Slaves	Main 58	Automatically triggers upon entering the capital's underground passage
M121	Following Demon-Slaying Knights	Main 59	Automatically triggers when moving toward the Malgress Road (Donna Road) direction
M122	Eleanor's Worries	Main 59	Automatically triggers on the ship while moving to Heravisa
M123	Northgand Landing	Main 59	Automatically triggers upon arrival at Heravisa
M124	Northernmost Town	Main 61	Automatically triggers when entering Mailshio
M125	Mailshio Occupation	Main 61	Automatically triggers after the battle with Exekutor in Mailshio's town

番号	Chat Title	Origin	Trigger conditions and timing: Autom
M126	Determination, Each	Main 63	atically triggers when approaching the eastern Geibluck Ice Territory exit in Mailshio
M127	Roclrow's True Feelings	Main 64	Shigure (3) After the battle, it automatically occurs when examining the sword stuck in the ground
M128)	Four Holy Lords, awaken	Main 64	After the battle with Semideus Melkior, it automatically occurs
M129	To the Place of decisive battle!	Main 65]	Automatically occurs when arriving at Zexon Port
M130	The entourage of Kanushi's deities	Main 65	Automatically occurs when entering the Eight-Headed Dragon Kanushi
M131	Dinner Menu	Main 1	Enter the Abal Village
M132	Uri Boa's Future	Main 1	First Uriboar encounter completed
<original>M133 プリンセシアの記憶</original>		<original>메인 6</original>	<original>메인 6 開始</original>
<original>M134 んごぶぅ</original>		<original>メイン 6	View 【Memory of Princessia】
<original>M135 大魔法使い?</original>		メイン</original> 9	Titania escapes from the prison and meets Magilou
<original>M136 剣業剣斬</original>		<original>メイン 9</original>	View 【The Great Wizard?】, after fighting the Red-Eyed Warrior
<original>M137 少年聖隷の回復術</original>		Main 11	Werewolf, after battle with Eagle
<original>M138 妙ちくりん</original>		Main 11	Werewolf, after battle with Eagle
M139	Ice and Snow and Two Incarnations of Sin	Main 12	Stay in the Fígar Snowfield for more than 25 seconds
M140	Holy Guild Inspector	Main 12	Enter Biazleai
M141	The Taste of Sin	Main 12	Automatically triggers when advancing through Hadlou Swamp
M142	Each Sword Type	Main 12	Proceed through Hadlow Swamp
M143	Steering is Difficult	Main 13	It automatically occurs when leaving from Heravisa's Warehouse to the Figal Snowfield
M144	The Bandit's Tactics	Main 14	Enter Hadlow Swamp
M145	Come to think of it	Main 14	After spending a night in Hadlow Swamp, exit to the outside
M146	Originally, the Holy Servant is	Main 16	Proceed through the Western Laban Caverns
M147	Names Reflect the Body! ?	Main [16]	M146 After viewing 【Originally, the Holy Servant is .....】, proceed forward
M148	Reaper's Coin	Main 16	Approaching the exit of the Xilaiban Cave triggers automatically
M149	Midgand Kingdom's Technology	Main 17	Find a ship at Vortigan
M150	Royal Soldiers and Sacred Slayers	Main 17	E003 【Demon and the Grim Reaper】
M151	Rangetsu Style	Main 17	First-class Longsword vs. Demon Slayer Battle
M152	Put Important Things in Your Bag	Main 17	E02 【Tentsu】
M153	Imprisoned Aifread	Main 18	Approach the South Gate of Hexxon Port
M154	Why Are You Following Me?	Main 18	M153 See 【Imprisoned Ifrid】
M155	Giant City	Main 18	It automatically triggers as you approach Rogueres from Dahan Street
M156	Dark Organization and Mysterious Old Woman	Main [20]	Accept the Bloodwing Butterfly quest at Rogless Tavern
M157	Delicious Food	Main [20]	M156 After seeing the 【Dark Organization and the Mysterious Old Woman】, I hear about subduing the Type-甲 (Class A)警戒業魔 on Dana Street.
M158	Fifth Holy Master?	Main 20	M157 After seeing delicious food, enter Rogres
M159	Teary-eyed Anti-Demon, Once Again	Main [20]	After the battle with Eleanor (1) at Zeixon Port, enter Rogless, compl
M160	Various Side Hustles	Main 21	ete all three Bloodwing Butterfly requests, and report to Tabasa.
M161	Immoralities Abound	Main[20]	Enter Rogres after completing the Bloodwing Butterfly's Request, "Extermination of the Raiders."
M162	I Will Be of Help	Main [20	Complete all three tasks of Bloodwing Butterfly's requests
M163	Blood-winged Butterfly Is Terrifying	Main 21	Enter the royal capital's underground passage
M164	The Underworld Dungeons of the Demon	Main 21	M163 After witnessing the formidable Blood-winged Butterfly
M165	Portrait of High Priest Gideon	Main 21	After witnessing M165, the Undertaker of the Underground水道 (Demonic) [Underground Sewer Demon], proceed toward the central area of the capital's underground passage.
M166	Magirou's Spell	Main 21	It automatically triggers when you enter the south corridor of the Rogles Palace
M167	Rank of the Holy Servant	Main 22	<original>E005 【シルフモドキのひみつ】を見る</original> -> E005 View 【Secret of the Sylph-like Creature】
<original>M168 ケンカ屋ザビーダ</original> -> M168 The Brawler Zabida		Main 23	<original>聖主の御座に入る</original> -> Enter the Throne of the Holy Lord
<original>M169 憎みの炎</original> -> M169 The Flame of Hatred		Main 23	<original>聖主の御座で聖堂への大階段を上る</original> -> Ascend the Great Staircase to the Cathedral on the Holy Lord's Throne
<original>M170 ここはどこだ?</original> -> M170 Where is this place?		<original>メイン25</original> -> Mai	Proceeding Through the Mid-Tiers of the Ivorc Ruins
<original>M171 ラフィセットの本</original> -> M171 The Book of Raffset		Main 27	Defeat Briggit Bandits in Briggit Gorge
<original>M172 女は見た目で……</original> -> M172 Women See by Appearance.....		Main 27	Start the action from Briggit Gorge
<original>M173 男は見かけ通り?</original> -> M173 Do Men Look as They Seem?		Main 27	M172 After seeing 【The Woman Looks at Appearance...】, proceed through Briggit Gorge
M174)	looks fun	Main [27]	Defeat Briggit Bandits in Briggit Gorge
M175	Careful not to let your guard down	Main 27	Automatically occurs when advancing through the Westing Tunnels
M176	Oat Holy Slaver Muljim	[Main] 2	Finish the battle with Shigure (1) in the Wester坑道
M177	The Light and Shadow of the Rangetsu Style	Main 28	Proceeding along the port side of the tunnel in the Vester Cave will automatically trigger
M178	Scary Stories	Main 30	Automatically occurs while proceeding through the Norr Marsh
M179	T 穢 n Reaper's Coin	Main 30	M065 "View Eisen's Coin"
M180	The Flowers Words of Saletoma	Main 30	M066 "View Saratorma's Features"
M181	The Insect's Name!?	Main [30]	After the Grossa Agit battle in the Warug Forest, it automatically occurs
M182	The Scent and Taste of Saletoma	Main 30	on the way back toward the Nohga Swamp
M183	The Bitterness Is Also a Flavor	Main 31	It automatically occurs when entering the eastern area of Renid
M184	The Outsiders	Main 31	Enter the eastern area of Lenid
M185	The Rank of the Demon-Slaying Warrior	Main 31	Proceed across the Burnark Plateau, and Eisen returns to the party
M186	The Peaceful Fighter Who Never Kills	Main 31	M185 "View the Rank of the Demon Slayer"
M187	Relic of a Different Continent	Main 31	Proceeding north across the Burnaak Plateau will automatically trigger (events).
M188	The Disappearance of Aifreid	Main 31	It automatically occurs when you progress up the stairs of Loraine
M189	Melchior's Illusion	Main 32	Exit from Luarainé to the Burnaak Plateau

Number	Chat Title	Origin	Condition of occurrence and timing
<original>M190 傘の女の子</original>	<original> = M190 The Girl with the Umbrella	<original>メイン 32	<original>ブルナーク台地をノーグ湿原へ進む イズルトでオスカーとテレサを見かける M1
M191	<original>器とプライバシー問題</original> = The Vessel and Privacy Issue	メイン 34 メイン 3	91 【器とプライバシー問題】を見る マクリル浜を進むと自動的に発生</original> = Proceed fr
<original>M192 姉と弟</original>	<original> = M192 Older Sister and Younger Brother	35</original> = Mai	om the Burnark Plateau to the Norg Marsh Encounter Oscar and Teresa in Izult View M191 [Vess
<original>M193 凡霊ノルミン族</original>	<original> = M193 Common Spirit Norumin Tribe	n 32 Main 34 Main 24 Main 24 Main 35	el and Privacy Issue] Automatically triggers when you advance to Makril Beach
<original>M194 グリモおじさんは聖主?</original>	<original> = M194 Grimmo Onee-san Is the Saint Lord?		<original>マクリル浜でのベノムリザード戦を終える</original> = Finish the Poison Lizard battle at Makril Beach
M195	Haria Village Rumors	Main 35	Enter Haria
The two opposite M196		Main 36	Proceed through the Matnan Reef
M197	Secrets of the Undersea Ruins	Main 36	Enter the Interior of the Temple Palamides
M198	Where is the Archon?	Main 36	M197 Watch 【Secrets of the Undersea Ruins】
M199	A Mother’s Thoughts	Main [36]	After the Mamahina demon fight in the Temple Palamides, it automatically occurs as you proceed
Eight-Headed Dragon		Main 36	After the demon Maw of Palamides in the Temple Paramedes, move forward
Moana together with you… M201		Main 36	After the Ent, the Tree Him eater battle at the Temple Paramedes, proceed to Izult and it will trigger automatically
M202	Defilement and Holy Servant	Main [36]	After the Tree Him eater battle at the Temple Paramedes, returning to Izult Port will trigger automatically
M203	The Dark Connection	Main 37	Enter the Dana Road
M204	Mental Symbols	Main 37	Proceed along the Dana Road toward Rogres
M205	Don’t sniff!	Main 38	Leave the Rogless Tavern
M206	The mastermind behind the riot	Main 38	Proceeding toward the second basement floor of Titania will trigger automatically
M207	What is hypnotic poison?	Main 38	Proceed to the second basement floor of Titania
M208	Demon-eating and guiding	Main 38	After returning to the Titania’s second basement floor following the antique armor encounter, it automatically triggers
M209	I’m shocked…	Main 40	Main 40 Start
M210	Taco Pasta!?	Main 42	View 【Magilu’s Nickname】
M211	The recipient of the letter is……	Main 42	M210 View 【Taco Sumi Pasta!?】
M212	The discerning Eisern	Main 42	View 【Letter Recipient is…】
M213	Eastern part of the Midgand territory	Main 42	Arrive at Hexon Port
M214	The demon-hunter and the holy slave	Main 44	Return to the main gate port of Titania
M215	Spoiled Matron	Main 44	M094 【Inquiry Begins】 See
M216	Calamity Returns	Main 44	M094 【Inquiry Begins】 See
M217	Wu and Yue in the Same Boat	Main 44	Exiting except Heravisa
M218	Cold Weather Measures	Main 44	Appear in the Figaal Snowfield
M219	Consideration of Lifiset	Main 44	Enter Level 1 in the Foldis Ruins
M220	What is Mom like?	Main 45	Automatically occurs while heading north to the watchtower in Titania
M221	Manuscripts are Copies	Main 46	After conversing with Grimoire, proceed to Titania's main port gate
M222	Velvet's Acquaintance?	Main 46	Advance Talisin, and listen to information about Avar from townspeople
M223	Velvet's Hometown… ? Main 46】		Enter the cliff path by Punaha Lake
【M224	The Reason for Captivity	Main 46	Progressing along the Punaha Lake cliff path triggers automatically
M225	Faith of the East Gand Domain	Main 46	Proceed along Punaha Lake cliff path
M226	Confusion	Main 46	Automatically occurs when moving through Morgana Forest's eastern area
M227	I want to stay by your side	Main 47	Exit Velvet House
M228	Velvet I Do Not Know	Main 47	Return to the Velvet House and talk to the shopkeeper in Abal
M229	Former Life	Main 47	Automatically occurs on the way back to Abal after completing three Uriboar battles in Morgana Forest
M230	Acquire the Ancient Document	Main [48	After the Salmag Demon Orthros battle
M231	The Great Horn Demon	Main 48	After the Salmag Demon Orthros battle, proceed along the cliff path on the shore of Purnah Lake to trigger automatically
M232	WhoIs Spy?	Main 48	After the battle with the Demonic Orcus, it automatically triggers as you proceed along the cliff road by Lake Purnaha
M233	Techniques to Control the Demon	Main 48	After the battle with the Demonic Orcus, proceed along the cliff road by Lake Purnaha
M234	Orcus’s Caretaker	Main 49	Talk to Benwick with Talisin
M235	What would you like to eat?	Main 49	Arrive at Titania
M236	Titania’s Schemes	Main 49	Enter the interior of Titania
M237	Long time no see	Main 50	Automatically appears when proceeding north from the Lionel Island pier
M238	Teresa’s Anger	Main 50	Proceeding through the Bewildering Marsh automatically triggers
M239	I am Laifiset	Main 50	Proceeding through the Bewildering Marsh automatically triggers
M240	Teresa and Oscar's Abilities	Main 50	Proceed through Belldore Marsh
M241	Heart of the Sacred Servant	Main 50	Proceeding through Belled Marsh will trigger automatically
M242	Teresa and Laffiset	Main 50	Proceeding through Belled Marsh will trigger automatically
M243	Strategy Confirmation	Main 50	Proceeding through Belled Marsh will trigger automatically
M244	New Demon-Eater	Main 51	Return to Lionel Island Pier
M245	Holy Lodge's Strategy	Main 52	Main 52 Start
M246	Divine Attendant and Siegfried	Main 52	M245 [Strategem of the Sacred Dormitory] View
M247	Apology from Vienfu	Main 52	Prospective Titania automatically triggers when advancing
M248	Ruthless Battle	Main 52	Advance Titansia
M249	Vajra Iron Conquest of the Storm	Main 52	Approach Kurogane on the 1st basement floor of Titansia
M250	Master’s Divine Attendant	Main 52	After rescuing Percival on the 2nd basement floor of Titansia, it automatically occurs on the way back to the Back Gate Port
M251	The Beast	Main 52	Automatically occurs on the way to the Front Gate Port of Titansia
M252	At least on that side	Main 53	Main 53 Start
M253	Is Kanonushi the younger brother?	Main 53	Vein Level 1: When you advance to the 1st layer, it automatically occurs

Number	Chat Title	Origin	Condition of occurrence and timing
M254	Memory of the Earth	Main 53	Automatically occurs when you progress to the Second Layer of the Leyline
M255	In the ment of Destruction	Main 53	Veins of the Earth, Layer 2
M256	Emerging Past	Main 53	Move through the third tier of the Lode/Vein, to see the Memory of the Earth
(M257	The Cannushi's Aim	Main 53	As you proceed to the fourth tier, it will automatically trigger
M258	The Day the Mentor Was Born	Main 53	Proceeding to the fourth layer of the Vein to view the Memory of the Earth
M259	The Fate of Reincarnation	Main 53	As you advance to the fifth layer of the Vein, it will automatically trigger
M260	Velvet Fangs	Main 54	Proceeding along The Kalice I will automatically trigger
M261	The Servant Holy Slave No. 1	Main 54	Proceeding along The Kalice I will automatically trigger
M262	No. Should Have a Name Too!	Main 54	Proceeding along The Kalice I will automatically trigger
M263	Sis Worked Hard, Whew	Main 54	Proceeding along The Kalice I will automatically trigger
	Captive Dragon	Main 54	Approach the dragon in The Calis II
M265	I am Velvet...	Main 54	As you progress through The Calis II, an event will automatically occur
M266	The omen of Zawida	Main 54	Proceeding through The Calis II
M267	Bet, continue!	Main 55	Proceeding to Kadniks Port will automatically trigger
M268	Erebus of Infernalization	Main 56	Proceeding through the Bewildering Marsh automatically triggers
M269	C shing Etiquette	Main 56	Proceed through Belldore Marsh
M270	The Captain’s Death	Main 57	On Riole Island pier, after speaking with the Grimoire, speak with Benwick
M271	Ca mness's Ideal	Main 58	Main 58 Start
M272	The Expanding Realm of Kanushi	[Main] 5	M271 To See the “Ideal of Calm”
M273	Is Tabasa Safe?	Main 58	Enter the royal capital's underground passage
M274	What I Can Do Now	Main 59	Proceed toward the Danah Street Road from Roguecreds
M275	Advancing on the Ice Plain	Main 60	Enter the Figar Snowfield
M276	araus Volcano	Main 60	Enter the Gablek Ice Land
Is M277	Mail-Shio’s snow white?	Main 61	As you advance through Mail-Shio, it automatically occurs
	In the Crimson Night in M278	Main 63	Automatically triggers when approaching the出口 of the Kirarau Volcano area in the Geibluk icy land
	Volcanic eruption warning	Main 63	Enter the path leading to the crater of Kirarau Volcano
	Before the final battle……	Main 63	Progress along the path leading to the Kirarau Volcano crater will automatically trigger
	Night Sakura Anmitsu	Main 64	Shigure (3) After the war
M282	It's cold! It's hot!	Main 64	Proceed to the Kirarau Volcano crater
M283	Interesting Things	Main 64	Proceeding to the Kirarau Volcano crater automatically triggers
M284	The Shadow of the Demon Slayer	Main 64	Automatically triggers when progressing through the lower levels of the crater cave of Kirarau Volcano
M285	Winni Chance	Main 64	Enter the upper levels of the crater cave of Kirarau Volcano
M286	does not explode... maybe?	Main 65	Main 65 Start
M287	Enmity and Revenge	Main 65	Main 65 Start
M288	Hungry?	Main 65	Main 65 Start
M289	The Return of the Four Saints and the World’s Change	Main 65	Go to Heravyssa’s Dock
M290	Savoring Reality	Main 65	Arrive at Zexon Port
M291	To the Final Battle	Main 65]	Join the Eight-Headed Dragon Kanonushi
M292	Sky Temple !	Main [65]	Sky Ring of the Eight-Headed Dragon Kanushi: Lower Level

Long Chat (Subtitle)

Number	chat title	Origin	Condition of occurrence and timing
S001	White Kamenin Appears	Main 15	SUB 07 "Tortoise-Man’s Cleanup Chronicle 1" / Auto-trigger when approaching the White Tortoise-Man in the Western Laban Cave
S002	White Kamenin vs Velvet	Main 15	SUB 07 "Tortoise-Man’s Cleanup Chronicle 1" / Auto-trigger after meeting the White Tortoise-Man in the Western Laban Cave, then proceed a little more
S003	White Kamenin vs Magillu	Main 25	SUB 07 "Tortoise-Man’s Cleanup Chronicle 2" / Auto-trigger when approaching the White Tortoise-Man in the Ivorg Ruins’ Middle Layer
S004	White Kamenin vs Eleanor	Main 38	SUB 07 "Tortoise-Man’s Cleanup Chronicle 3" / Auto-trigger when approaching the White Tortoise-Man in Titania
S005	White Kamenin vs Raifisut	Main 65 ~	SUB 07 "Tortoise-Man’s Cleanup Chronicle 4" / Auto-trigger when approaching the White Tortoise-Man in the Gablek Ice Lands
S006	Walking on the Beach	Main 65 ~	SUB 25 "In Search of the Mysterious Pengyong" / After hearing information about Pengyong at Isult Inn, it auto-triggers when staying at the Isult Inn
S007	Time-Space Drifter	Main 65] ~	SUB 25 “In Search of the Mysterious Pengyong” / Jude (1) automatically appears upon defeat
S008	Mira Pengyeong!?	Main 65] ~	SUB 25 “In Search of the Mysterious Pengyong” / Jude (1) automatically appears after the battle with the Bloodwinged Butterfly man in Tariesin
S009	Spell of Another World	Main 65] ~	SUB 25 “In Search of the Mysterious Pengyong” / Mira (1) automatically appears upon defeat
S010	I might not be able to eat anymore...	Main 65 ~	SUB 34 “The Messenger of the End, Appears!” / Jude (2), Mira (2) automatically appears after Mira’s battle
S011	A-Class Spirit Guard !	Main 18	It automatically occurs when you approach the south gate of Xexton Port
S012	Found something that looks strong! !	> Main 20	SUB 10 “Kokurou Slash Demon Sword I” / Quest “Search for the Missing Person” begins as you proceed along Dana Street toward the Gallis Lake Road
S013	Rangesetsu Tribe	Main 20 ~	SUB 10 “Kokurou Slash Demon Sword I” / Automatically appears when you defeat the甲種警戒業魔 Orc Kong on Dana Street
≪S014	Uphand Strife	Main 42 ~	SUB 10 “Kokurou Slash Demon Sword II” / Automatically appears when you defeat the甲種警戒業魔 Serket in the Eastern Rabban Cave
S015	Rangeset Sword	Main [46] ~	SUB 10 “Kokurou Slash Demon Sword III” / Automatically appears when you defeat the甲種警戒業魔 Lancelot in Vortigan
<S016	Holy Slave Theodra	Main 65 ~	SUB 26 “Zavida’s Manners ①” / After talking with Ben from the House of Spring Breeze in Tariesin, moving a short distance will automatically trigger
S017	How to Break the Curse of the Grim Reaper	Main 65 ~	(SUB] 26 "Zavida's Etiquette ②" / Speak with Donella in the warehouse at Cadonix Port, and it will automatically trigger upon obtaining the "Ancient Avalonost Language Manuscript"

Number	Chat Title	Origin	Condition of occurrence and timing
S018	Einstein's Answer	Main 65 ~	SUB 26 “Zavida’s Way ②” / Automatically triggers when leaving the Cadnix Port warehouse
S019	Foreboding of Mortal Combat	Main [65] ~	SUB 26 “Zavida's Etiquette ③” / Automatically triggered when you overhear soldiers' conversations at the harbor of Heravisa
S020	What is Einstein's true intention •••• ?	Main [65] ~	SUB 26 “Zabida's Way ③” / Defeating Zabida (2) in the Gabeilke Ice Region triggers automatically
S021	The Manzai Show!	Main 37 ~	SUB 14 “Magilliu's Troupe on Tour ①” / Automatically triggered when you watch a Magilu troupe performance at Rogres
Partner	Velvet	Main 37 ~	SUB 14 “Magilliu's Troupe on Tour ②” / Automatically triggered after speaking with the Zexon Port impresario in Zexon Port
Partner	Raifiset	Main 44 ~	SUB 14 “Magilliu's Troupe on Tour③” / Automatically triggered when you talk to the Heravisa impresario at the tavern in Heravisa
Partner	Rokurou	Main 65 ~	SUB 14 “Magilliu's Troupe on Tour⑤!” / Automatically triggered when you talk to the Izult impresario at the Izult tavern
Partner	Eleanor	Main 48 ~	SUB 14 “Magilliu's Troupe on Tour④” / Automatically triggered when you talk to the Tarieshin impresario in Tarieshin
Partner	Aizen	Main 65~	SUB 14 “Magilliu's Troupe on Tour⑥” / Automatically triggered when you talk to the Stoneberry impresario in Stoneberry
Announce	ent of Results	Main 65~	SUB 14 “Magilliu's Troupe on Tour⑦” / Automatically triggered after you have viewed all of SUB 14 “Magilliu's Troupe on Tour ①–⑥”
	The Master and Disciple's Happiness	Main 65 ~	SUB 14 “Magilliu's Troupe on Tour⑧” / Automatically triggered after defeating the top-tier watchful demon in the Zamalu Bell Cavern
S029	Omega Elixir	Main 32 ~	SUB 11 “Rifiset and the Ancient Elixir ①” / Automatically triggered after the event in Lenid
S030	Discovery of the “Rondau’s Veiled Dust”	Main 32 ~	SUB 11 “Rifiset and the Ancient Elixir ①” / Automatically triggered when you investigate the Rondau’s Vorth in the Vestor Mine, in Klagna’s workshop
S031	“Th Living One”	Main 32 ~	SUB 11 “Rifiset and the Ancient Elixir ①” / Automatically triggered after obtaining “Rondau’s Void Dust” and speaking with Lief in Lenid
S032	“Unicorn Horn” discovered	Main 44 ~	SUB 11 “Rifiset and the Ancient Elixir ②” / Automatically triggered upon obtaining a “Unicorn Horn” in the Figol Snowfield
S033	The Twelve-Year-Old Sickness	Main 44 ~	SUB 11 “Rifiset and the Ancient Elixir ②” / Automatically triggered after obtaining the “Unicorn Horn” and speaking with Lief in Lenid
S034	Discovery of the “Cloud Sheep Egg”	Main 44 ~	SUB 11 “Rifiset and the Ancient Elixir ③-A” / Automatically triggered when you obtain the “Cloud Sheep Egg” in the Bailed Marsh
S035	Twelve-Year-Old Sickness (Late Version)	Main 53 ~	SUB11 "Lysisetto and the Ancient Potion ②" / After obtaining the "Unicorn's Horn", if you talk to Reed in Renite while you have not seen S033 [The One-Two-Old-Disease], it will automatically trigger
(S036)	Discovery of the “Cloud Sheep Egg” (Late Version)	Main 57 ~	SUB 11 “Lysisetto and the Ancient Potion ③-B” / In Bayld Marsh, obtaining the "Cloud-Sheep Egg" will automatically trigger
S037	Let's Search for the Fourth Material!	Main [65] ~	SUB 11 “Lysisetto and the Ancient Potion ④” / After obtaining the "Cloud-Sheep Egg", talking with Reed's mother in Renite will automatically trigger
S038	That Demon Slayer is····	Main 65 ~	SUB 11 “Lysisetto and the Ancient Potion ④!” / In Tavaar Forest, obtaining the "World Tree Leaves" will automatically trigger
S039	Omega Elixir Completed	Main 65 ~	SUB 11 “Lysisetto and the Ancient Potion ④” / After obtaining the "World Tree Leaves", talking with Reed's mother in Renite will automatically trigger
S040	Moana, the Selfish	Main 49 ~	SUB 20 "Mother's Wish 1" / Approaching Moana at Titania's Main Gate Port will automatically trigger
S041	To Save the Demon	Main 63 ~	SUB 20 “Mother's Wish 2” / Approaching Medisa near the inn in Meirshio will automatically trigger
S042	Raifiset's Unease	Main 65 ~	SUB 20 “Mother's Wish 3” / Approaching Medisa in Meilshio will automatically trigger
S043	Parting with Mother	Main 65 ~	SUB 20 'Mothers' Wishes ④' / Automatically triggered upon advancing through Makuriru Beach
S044	Trusting Her	Main [65] ~	SUB 20 "Mothers' Wishes ④" / Automatically triggered upon defeating the Alpha-class Vigilant Daemon Boss Troll in Harria.
S045	Moana Runs Wild	Main 65] ~	SUB 20 "Mothers' Wishes ④" / Automatically triggered after the Boss Troll battle in Harria, upon proceeding through Meilshio.
S046	Eleanor's Answer	Main 65~	SUB 20 "Mothers' Wishes ④" / Automatically triggered after the event of saving Moana in Kilarau Volcano.
S047	Nyastaol and Nyanda!?	After Clearing	SUB 35 "Nekonin Panics!" / Automatically triggered when talking to the Flustered Nekonin on Dana Road.
S048	Unknown Place	After Clearing	SUB 35 "Nekonin Panics!" / Automatically triggered upon investigating the Dimensional Rift in Kilarau Volcano and entering the Stairway to Heaven.
S049	Age of Holy Servitude	After Clearing	SUB 36 "Stairway to Heaven" / Automatically triggered after defeating Vievil in the Third Chamber of the Stairway to Heaven and proceeding further in.
S050	It was a good hot spring!	After Clearing	SUB 37 "Time for Healing, Coming!?" / Automatically triggered after the event.
S051	Entrance to the Spatial Rift	After Clearing	SUB 28 "Seeking the Truth of the Past" / Automatically triggered upon investigating the Dimensional Rift formed at the Cape of the Forest of Tranquility.
S052	For the Complete Divine Reliance	After Clearing	SUB 28 "Seeking the Truth of the Past" / Automatically triggered upon proceeding through the Leyline and seeing the first memory of the land.
S053	The Meaning of Knowing	After Clearing	SUB 28 "Seeking the Truth of the Past" / Automatically triggered upon proceeding through the Leyline and seeing the second memory of the land.
S054	To Mother	After Clearing	SUB 28 "Seeking the Truth of the Past" / Automatically triggered upon proceeding through the Leyline and seeing the third memory of the land.
S055	Lost Sense of Taste	Main 12	SUB 04 "Velvet's Cooking ①" / Automatically triggered upon approaching the North Gate of Beardsley.
S056	What Celica Taught Me	Main 40 ~	SUB 04 “Velvet Cuisine II” / Velvet cooking level reaches 10 or higher
S057	Special Quiche	Main 65 ~	SUB 04 "Velvet Cuisine ③" / SUB 29 "Moana's Treasure" Clear, and having viewed S056 [What Celica Taught], a Velvet with Cooking Level 20 or higher will prepare the dish "Kura House’s Special Quiche." SUB 30 "Separated Future" / When listening to the conversations of the top exorcists at Stoneberry, it triggers automatically.
S058	Dragon of the Cursed Land	After Clearing	
S059	Fourth-Tier Administrative District	Main 32	SUB 12 「Mysterious Arena ①」 automatically appears when approaching Renied's Port
S060	An Island Overflowing with Killing Intent	Main 33 ~	SUB 12 “Mysterious Colosseum ①” / Fourth-Type Management District: In the Indeterminate Species Dense Habitat, it automatically appears when entering the arena
S061	The Place as Rumored	Main 33 ~	SUB 12 「Mystery Arena ①」 / Automatically occurs when you clear the Fourth-type Management District for the first time
S062	Unpurgeable Taint	After Clearing	SUB 12 “Mysterious Colosseum 10” automatically appears when you clear all ten locations in Area Type 4 (Region 4)
S063	Rising Hatred	Main 12 ~	SUB 03 「Demon Hunter Arthur①』 / When you investigate Princessia's Flower in the Figar Snowfield, it automatically occurs
S064	Master of Artrius	Main 19 ~	SUB 03 “Demon-slayer Arthur II!/ Automatically triggered when you examine the book on the table at the Rogue’s Inn”
S065	King Claudin	Main 19 ~	SUB 03 “Demon Slayer Arthur ②” / The book on the table at Rogress Inn automatically appears when you examine it
S066	Wish Beyond Reason	Main 44 ~	SUB 03 “Demon Hunter Arthur③” / When you examine the bookshelf on the first floor of Heravysa’s Inn, it will trigger automatically
【S067	What is an Ideal... •••	Main 44 ~	SUB 03 『Demon Slayer Arthur③』 / When you inspect the bookshelves on the first floor of Heravisa's Inn, it will trigger automatically.
S068	Former Warlord of Magic Antimancers	After Clearing	SUB 03 “Demon-Slayer Arthur ④” / It will automatically trigger when you talk to Norumin Hero on Norumin Island
S069	Return to Aval	After Clearing	SUB 03 “Demon-Slayer Arthur④” / It will automatically trigger when you talk to Norumin Crimson on Lowlainne
S070	Why I Became a Mentor	After Clearing	SUB 03 “Demon-Slayer Arthur④” / It will automatically trigger when you approach Serika’s Grave in Avar
S071	Anger Letter	Main 43	SUB 18 “Fortunate Noru-sama Doll①” / It will automatically trigger when you approach White Turtle Men in front of Texon Port on Dana Road
S072	Noru-sama Doll	Main 44 ~	SUB 18 “Fortunate Noru-sama Doll②” / It will automatically trigger when you examine the first Noru-sama Doll
S073	Super! Anger Letter	Main 44 ~	SUB 18 “Fortunate Noru-sama Doll③” / It will automatically trigger when you examine the second Noru-sama Doll
S074	Unreceived Reply	Main 65 ~	SUB 18 “Fortunate Noru-sama Doll④” / It will automatically trigger when you examine the third Noru-sama Doll
S075	Super! The Vengeance Letter	Main [65] ~	SUB 18 “Fortunate Noru-sama Doll⑤” / It will automatically trigger when you examine the fourth Noru-sama Doll
S076	Titania Landing	Main 65 • ~	SUB 18 “Fortunate Noru-sama Doll⑥!” / It will automatically trigger when you proceed to Titania’s Main Gate Port
S077	To Older Brother	Main 65 • ~	SUB 18 “Fortunate Noru-sama Doll⑦” / It will automatically trigger when you talk to White Turtle Man near the Throne of the Saint on Dana Road

Number	Chat Title	Origin	<original>発生条件および発生タイミング
<original>S078 人知れぬ鍛錬</original>	<original>Maine 12 ~</original>	SUB 02	「剣士の鍛錬①」/いずれかの宿屋に泊まると自動的に発生</original>
<original>S079 人ならぬ鍛錬</original>	<original>メイン 28	SUB 02	<original>「剣士の鍛錬 ②』 / いずれかの宿屋に泊まると自動的に発生</original>
<original>S080 迷いなき迷い</original>	メイン 60</original>	SUB 02	<original>『剣士の鍛錬③』/いずれかの宿屋に泊まると自動的に発生</original>
<original>S081 アイフリードとの出会い</original>	Main 37 ~	SUB 13	<original>『アイゼンの旅①』 / ゼクソン港にいるベテラン海賊と話すと自動的に発生</original>
S082 Mourning, My Friend	Main 59 ~	SUB 13	“Eisen's Journey Part II” / It automatically occurs when you go to the ship berth at Lionel Island
S083 Cannibal Demon	Main [59] ~	SUB 21	“Gluttonous Demon” / Automatically triggered when you talk to the information broker at Izult’s tavern
<S084 Instinct to Live	Main 59 ~	SUB 21	'Gourmand Devil' / In the Palamides Sanctuary, after defeating the elite warning demon Gratino, it will automatically trigger
S085 What is the true name of Lyfiset?	Main 42	SUB 16	'True Name of the Holy Slavery' / Proceed toward the Aldina Grass
(S086 Chest of a different continent	Main 65 ~	SUB 31	land along the Danar Road to automatically trigger
S087 Commentary: Siegfried	Main 65 ~	SUB 31	'Relic of an Alien Civilization' / In Islut, when you approach the chest of treasure from another continent, it will automatically trigger
S088 Moana’s gratitude	Main 65 ~	SUB 29	'Moana's Treasure' / In Mailsio, opening the chest containing Moana's treasure will automatically trigger
S089 What is the Quality of Corruption?	Main 63 ~	SUB 23	'Eight Contaminations' / In the Mael Shio's igloo, talking with Grimmoire will automatically trigger
S090 Ascends the Storm	Main 65 ~	SUB 27	"Kurogane Shiran" / Shigure (3) Battle sequence: While watching Rokkuro stop Shigure's secret technique, talking with Dail at Mailshio automatically triggers
S091 Return to Humans... ···· ?	Main 13	SUB 06	“End of the Demon’s Path 1” / Automatically triggered on the way back to the wrecking site of the ship on Fighar Snow Plain
S092 The Identity of Velvet	Main 30	SUB 06	“End of the Demon’s Path 2” / After the Glossa Adito battle in Warugu Forest, automatically triggers when returning toward the Nogu Marshes
≪S093 The Power of the Devourer	Main [38]	SUB 06	“End of the Demon’s Path 3” / After the Antique Armor battle, automatically triggers when returning toward the first basement floor of Titania
S094 Iron in Rage	Main 60 ~	SUB 22	“Broken Saint Serf” / Automatically triggers when you hear the conversation of the first-class anti-demon warrior at the Hara Visas Cathedral
S095 The Flame Burning in the Chest	Main 60 ~	SUB 22	“Broken Saint Serf” / Automatically triggers when you defeat the Ox-Headed Demon of Level A at the Foldis Ruins
<S096 The Witch's Location	Main 65 ~	SUB 15	"Little Witch 3" / Automatically triggers when you talk with the Grimoire at Mailshio Cathedral
S097 A Strange Soul	Main 8	SUB 01	“The World of Nekominar” 1 / Automatically triggers when you approach Neko-spi in Titania
S098 Discovery! The Land of Cat Nobility	Main 65 · ~	SUB 01	“The World of Nekominar 3” / Automatically triggers when entering the Nekominar Village
S099 Beginning the Exploration of the Subsea	Main 18	SUB 08	“Voyage of the Fleet ~ In Search of the Unknown Sea 1” / Automatically triggers when you talk with Benwick
S100 Aiming to Complete the Map	Main 30	SUB 08	“Ship Dispatch ~ In Search of Unknown Seas ②” / Discovered 5 or more areas in the Other Sea Exploration
S101 Subsea Exploration Going Smoothly	Main 40~	SUB 08	『Ship Dispatch ~ In Search of Unknown Seas ③』 / Discovered more than 10 areas in the Expanse of Unknown Seas
S102 “Island of Terror” Discovered!?	Main 65 ~	SUB 08	「Ship Dispatch ~ In Search of Unknown Seas ④』 / In an state where more than 15 areas have been discovered in the Expanse of Unknown Seas and finish the exploration
S103 World Map Completed!	Main 65 · ~	SUB 08	『Ship Dispatch ~ In Search of Unknown Seas ⑥』 / Discovered all areas in the Unknown Seas (20 locations) and have also visited Normin Island
S104 Mindful Water and Sword	Main 12~	SUB 05	“Cooking Chat ①” / Someone cooks “Uriboa Sausage”
S105 Saint Dormitory Reading Guide	Main 28	SUB 05	『Cooking Chat ②』 / M171 [The Book of Lyll-set] is being read, and defeat the first-class sword demon slayer and three second-class spear demon slayers at the Vester Mine
S106 Dangerous to Mix	Main 30~	SUB 05	『Cooking Chat ③』 / Rokuro cooks “Secret Miso Miso Oden”
S107 Die God’s Aversion Dish	Main 42 ~	SUB 05	『Cooking Chat ⑤』 / Aizen cooks “Dwarf Surprise Hamburger”
S108 Improvement of Zisen	Main 42~	SUB 05	『Cooking Chat ⑥』 / Aizen, whose cooking level has reached 15 or higher, makes “Dwarf Surprise Hamburger”
S109 Is spinach difficult for everyone?	Main 40] ~	SUB 05	『Cooking Chat ④』 / Someone cooks “Kura House’s Special Quiche”
S110 Refreshing! Rare Board	Main 42	SUB 17	「Bienfu Ride Go!②」/ Unseal the地相 tree in the Aldina Grassland and ride a Rare Board for more than 3 seconds
S111 The Strong Man Under the Board!?	Main: 42 ~	SUB 17	"Bienfu RIDE GO! ③" / Liberate地相樹 at 25 or more locations
S112 Viva! Bienfu!!	After Clearing	SUB 17	"Bienfu RIDE GO! ④!/ Liberate all地相樹 (49 locations)
S113 Hunt the Class A Vigilant Demon	Main [20]	After accepting the Blood-winged Butterfly quest, approach the information broker Blood-winged Butterfly near the Rogue’s Gate on the Dahana Road, and it will automatically trigger	
S114 The Rest of Kurogane	Main 46	SUB 19	"The Rest of Kurogane" / E033 [Dairu's Tail 1] After seeing it, talk to the Kurogane on the 1st floor on the surface of Titania to automatically trigger
S115 Weird Proverbs	Main 12	It automatically triggers when you roll rocks to create a stepping platform in the Hadlow Swamp Cave	
S116 Throne Mechanism, Part 1	Main 23	When you解除 the first barrier at the Throne of the Saint, it will automatically trigger	
S117 Throne Mechanism, Part 2	Main 23	When you解除 all barriers at the Throne of the Saint, it will automatically trigger	
S118 Theft Prevention?	Main 27	Inspect the candelabrum in the Vester Mine Shaft to trigger automatically	
S119 Double Barrier	Main 30	Inspect the barrier switch in the Wargh Forest to trigger automatically	
S120 Mechanism 扉	Main 36	<original>聖殿パラミデスで記憶陣の北にある扉を閉まっている状態で調べると自動的に発生</original>	
<original>S121 極め料理人ライフィセット</original>	Main 65~	<original>料理レベルが20以上になったライフィセットが、 料理 「3種合挽き肉のラグーソース」、「ノルミンニンジンの生搾り」、「マーボーカレー」、「海賊王の海鮮丼のいずれかを作る</original>	
<original>S122 極め料理人ロクロウ</original>	Main 65 · ~	<original>料理レベルが20以上になったロクロウが、 料理 「アホウドリのから揚げ」、「シャキシャキキャベツの野菜炒め」、「幻想鳥の卵のオムライス」、「特濃ソフトクリーム」のいずれかを作る</original>	
<original>S123 極め料理人マギルゥ</original>	Main 65 · ~	<original>料理レベルが20以上になったマギルゥが、 料理 「ドワーフびっくりハンバーグ」、「スジ肉のトロトロ煮込み」、「バリボー野菜のバーニャカウダ」、「フルーツたっぷり天国パフェ」 のいずれかを作る</original>	
<original>S124 極め料理人エレノア	Main 65 ~	<original>料理レベルが20以上になったエレノアが、 料理 「トカゲの尾肉の厚切りステーキ」、「貝殻パスタのミネストローネ」、「犬神のパエリア」、「凶戦士のパルミエ」のいずれかを作る</original>	
S125 極め料理人アイゼン</original>	Main [65] ~	<original>料理レベルが20以上になったアイゼンが、 料理 「ブウサギのトマト煮込み」、「季節の鮮魚 Sea Pirate盛り」、「夢見ニシンのさっぱりマリネ」のいずれかを作る</original>	

Long Chat (Other)

Number	Chat Title	Origin	Condition of occurrence and timing
E001 Weapon Maintenance	Main 14	M144	After witnessing the “Ways of the Villains,” stay at Jotblad Swamp or Figar Plain
E002 Tumtum	Main 17	Enter the Vault of Vortigan	
E003 Yashu and the Grim Reaper	Main 17	M149	See the “Technological Prowess of the Midgand Kingdom”

Number	chat title	Origin	Condition of occurrence and timing
E004	Insight of Rocroyou	Main 19	Watch Altorius's speech in Rogless
E005	The Secrets of Sylphlike	Main [22]	Leave the Rogless Tavern
E006	The Mystery of the Pendulum	Main 27	M054 See [Rare Stone]
E007	Rocrou is surprisingly	Main 30	Arrive at Renid
E008	Dienfur is also a boy	Main 36	Automatically triggered when proceeding along the Mannan Reef
E009	The Purehearted Mage Hunter	Main 28	End the battle with Sigre (2) at the Kadonix Port
E010	Magilou's nickname	Main 41	Approach Eisen at the Titania Main Gate Port
E011	Matching charms	Main 45	Automatically occurs while heading north from the watchtower in Titania
E012	Palmyra's Memories	Main 43 ~	Create SUB 18 Unless you have cleared “The Little Fortune Doll ⑥,” Eisen is cooking “The Palmié of the Battle Fierce.”
E013	Letter	Main 44	Return to the main gate port of Titania
	Forbidden entry!?	Main 42 ~	Automatically occurs when staying at the Rogress or Stoneberry Inn
E015	Magilou's Book	Main 36	Proceed through the Matnan Reef
E016	What is a heavy book?	Main 36	View【Magilluu's Book】
	Vienfu speaks	Main 40	Main 40 Start
E018	Sigh... ...sigh... Oh well	Main 46	After speaking with the Grimmoire, go to Titania's Main Gate Port
E019	History of Fragrant Wood	Main 40	Main 40 Start
E020	Ice Axe and the Sea	Main 42 ~	Talking with Grimmoire at Titania's Grand Gate Port triggers automatically
E021	Treasure Map	Main 40 ~	Automatically appears when staying at the Titania Inn
E022	Cat Faction? Dog Faction?	Main 43	Approach the White Turtleman in front of Zexon Port on Dana Street
E023	Result of the Fishing Match	Main 46	After speaking with the Grimmoire, go to Titania's Main Gate Port
E024	Coin of Both Sides	Main 42	Main 42 Start
E025	Orthrus	Main 65-	After clearing SUB 04 "Velvet Cooking ③", talk to Moana in Mailsio to automatically trigger; staying at t
E026	Grimmoire’s Advice	Main 65 ~	he inn in Mailsio also automatically triggers
<E027	The Last Bet	Main 65	Enter the Sky Upper Layer of the Eight-Headed Dragon Kanus’ Sky Ring
<E028	Beyond the Battle	Main 65	Watch【The Final Bet】
<E029	Living in the Now	Main 65	E028 Look at【In Front of Battle】
<E030	Velvet's Wisdom	Main 65 ~	E014 After viewing【Access Restricted!?】, it will automatically occur when you stay at the Stoneberry or the Rogles Inn
E031	Ecology of the Normin Race	Main 65 ~	SUB 18 “Luck nooru-sama Doll⑥” / After the Phoenix battle, when you move toward the main gate port of Titania, it will automatically occur
E032	Dail's Shedding	Main [46]	SUB 19 “Rest of the Kurogane” / Talk with Moana on the first floor of Titania to automatically trigger
E033	Dail's Tail Part 1	Main [46]	SUB 19 “Rest of the Kurogane” / After clearing SUB 29 “Moana’s Treasure” and viewing E032【Dair’s Escape】, approach Dair at Titania’s back gate port to automatically trigger
E034	Dragons and Dinosaurs	Main 40 ~	E021 After viewing【Treasure Map】, staying at Titania’s inn will automatically trigger
E035	The Days at the Hideout: Dail and Kurogane	Main 40 ~	Approaching Dair in Titania will automatically trigger
E036	The Days at the Hideout: Kwabuto Problem	Main 42 ~	Automatically appears when staying at the Titania Inn
E037	The Prince of Happiness	Main 42 ~	It automatically occurs when you talk to Benwick
E038	The Romance of the Secret Base	Main 40 ~	Main 40 Start
E039	The Seafaring Oath	Main 65] ~	SUB 18 After clearing “Luck nooru-sama Doll⑥,” staying at Titania’s Inn will automatically trigger
E040	Dail's Tail Part 2	Main 65 ~	After clearing SUB 29 “Moana’s Treasure” and viewing E039【Seafarer’s Oath】, staying at Titania’s Inn will automatically trigger

Long Chat (DLC)

Number	Chat Title	Playback Method (*)
D001	Magiru's Talkative Knight: Pre-Party	Catalog No.01 (Free) to Download
D002	Magiru’s Fluently Talking Knight, Episode 1	Catalog No.01 (Free) to Download
D003	Summer Vacation Grand Strategy!	Catalog No.01 (Free) to Download
D004	The Pirate Eisern’s Claim	Catalog No.01 (Free) to Download
D005	Traditional Ayakashi Costume	Catalog No.01 (Free) to Download
D006	Magilulu's Blabbering Talking Night - Night Two	Catalog No.02 (Free) to Download
D007	Enroll in School! Belseria Academy	Catalog No.02 (Free) to Download
D008	Some Residents of a Certain Mansion	Catalog No.02 (Free) to Download
D009	Extremely Strange Tales	Catalog No.02 (Free) to Download
D010	Mystery Idol	Catalog No.02 (Free) to Download
D011	Magiru's Blabbering Talking Night: Third Night	Catalog No.03 (Free) to Download
D012	Magiru Magic Troupe Forever	Catalog No.03 (Free) to Download
D013	Heroes' Souls	Catalog No.03 (Free) to Download
D014	Magillu’s Talkative Night – Night Four	Catalog No.04 (Free) to Download
D015	Magillu’s Talkative Night – Night Five	Catalog No.05 (Free) to Download
D016	Velvet’s Quick-Talk Night	Catalog No.06 (Free) to Download
D017	The Talkative Knight – After Party	Catalog No.06 (Free) to Download

※ After downloading and installing the corresponding free catalogs, from the title screen select “Download Shop” and execute “Play Chat.”

Short Chat

Main 1	
Conditions	Step outside the Velvet House If y
Velvet	ou mention Uriboar's hunting grounds, it's the village's “Forest of Quelling” outside. F or Lafi's medicine... Spirit up! Head to
Conditions	the center of the Abal settlement
Velvet	Before heading into the forest, I should buy a few things. I’m not exactly rich, but as my brother-in-law said, “The outcome of a fight is decided by pr eparation before battle.” Move forward into the
Condition	Forest of Quelling
Velvet	Uriboa should be around here...
Condition	Find Uriboa in the Calm Forest
Velvet	Uriboa found!
Conditions	Defeat the Uriboar in the Forest of Calming.
Velvet	Alright! I’ll keep hunting at this pace!
Conditions	Second Uriboar battle in the Forest of Calming
Velvet	Arthur’s Battle Lesson No. 2! “Know your enemy , then strike at its weakness”

Main 2	
Conditions	On the way back to Abal, in the Forest ofPeac e, the Uriboar battle
Velvet	This is also for Raffi!

Main 3	
Conditions	After finishing the conversation event wi
Velvet	th Nico in Abal, Raffi must be hungry. W e have to hurry back!
Cond	We’re about to move from Abal to another ma
ition: Velvet	p. We have to hurry back and prepare dinner

Main 4	
Conditions	Return to Velvet’s House.
Velvet	Then, start cooking! First, light t he fireplace...
Condition	We’re about to leave Velvet’s Hou
Velvet	se. First, we have to light the fire place. Light the fireplace for cook
Condition	ing. On the second floor, there w
Velvet	ere curry spices prepared by the older brother-in-law.
Conditions	Trying to leave Velvet House
Velvet	Next, go to the second floor to get spices .....
Condition	Find curry spices on the second floor
Velvet	Rafi, what’s wrong!?
Condition	Trying to leave Velvet House
Velvet	Rafi.....!
Cond	After checking the condition of Raifisette (youn
ition: Velvet	ger brother), I will try to leave Velvet House
	Now, I must prepare dinner quickly

Main 5	
Conditions	Main 5 Start
Velvet	No way, going to the village alone...? Jeez~! Even though your fever mi
Cond	ght not have gone down yet, after th e conversation event with Nico in Av
ition: Velvet	ar Village, could it be that child went to pick flowers at the cape.....

<original>메인 6</original>	
Conditions	<original>메인 6 開始</original>
Velvet, then set off for the cape!	
Li-Fi-setto (younger brother) depart!	
Condition: Return to Avar without going to the cape. Li-Fi	
-setto (younger brother): Aren’t you going to the cape?	

Condition: Enter Morgana's Forest without going to the cape	
Lafisetto (younger brother) It’s not here	
Condition: Stay for 1 minute in the Forest of Quelling without going to the cape	
Lafisette (younger brother): Let’s go to the cape...	
Conditions	Do not go to the Cape; stay in the Calm Forest for
Lafisetto (younger brother)	.....2 minutes - Big sister can be a bit mean som etimes
Conditions	Bloody Wolf Battle
Raifisetto (younger brother)	I don’t want to run away alone
Velvet	I’ll do it anyway! If I’m driven by emotions, you’ll end up dead as well!
Raifisetto (younger brother)	But!
Velvet	Please! Run away!

Main 7	
Condition	Leaving Velvet’s house, Raffi.
Velvet	.. where is that child!? Headin
Condition	g to the Abal village
Velvet	What on earth is happening...!? Th is isn’t a time to be scared! Find Raffi!
Condit	Go to the center of Abal Village
ion: Velvet;	Ah... the village is already...
Condi	Head toward Morgana Forest..
tion: Velve	. This way is no good.
t; Con	Go to the southwestern part of A
dition: Velv	bal Village. This isn't the right way
et; Co	... Fight the Bloody Wolf. No chan
ndition: Ve	ce of winning... After seven secon
lvet	ds in the fight with the Bloody Wo
	lf, I must somehow escape... Proc
	eed into the Forest of Quelling.
Velvet	
Conditions	
Velvet	Sigh... ...sigh... ... Do not give up... Do not give up!
Conditions	Enter the Cape of the Spirit-Banishing Forest.
Velvet, Con	Rafi! Brother-in-law!
ditio	Battle with the Bloody Wolf at the Cape of
n, Velvet	the Forest of Serenity Wooooo
Conditions	o~~~!!! Defeat one Bloody Wolf in the Bloo dy Wolf battle
Velvet	Why did you kill her! That girl's blood ..... This much... Why!! Why!! Why i n the world!!
Conditions	Battle with the Bloody Wolf: defeat severa l Bloody Wolves
Velvet	After seeing Raifisette! Raifi! No matter what you do!! Move, you idiot!!

Main 8	
Conditions	Series Battle
Shialies	If you have no value, I will kill you. Prepare yourself.
Conditions	Advance to the 2nd basement floor of Titania
Shialies	First, equipment. In the room ahead, ther e was a weapon
Conditions	Proceed without checking the treasure chest containing e quipment
Shiauries	Are you going to fight without weapons? Please equip gear. | Second-class
Conditions	Longsword vs. Demon Slaye
Shiauries	r Battle Be careful! This is no ordinary soldier. It's a Second-Class Demon Slayer
Conditions	Approach the closed door on the north side of Floor 2 of Tita nia Underground
Velvet	Doesn’t open...?
Shiauries	This floor doesn’t seem to be used m uch. It would be best to hurry ahead

<original>メイン 9</original>	
Conditions	Proceed to the northern stairs on the first basement floo
Velvet	r of Titania The prison is on this floor Approach
Conditions	the door on the southern or eastern side of Titania's firs t basement floor
Shiauries	There is a trace of a person from insi de that room. Wouldn't it be better t o check first?
Velvet	Yes, well...
Conditions	Red-eyed Swordsman Battle
Rokurou	It seems you’re not human after all.
Velvet	You too, right?
Rokurou	Ha, there’s no doubt!
Conditions	Titania North Passage on the 1st basement floo r, approaching the many prisoners lying there,
Velvet	as intended. I'll search the watchtower while there's still time.
Conditions	Titania, near the prisoners collapsed in the south c orridor on the 1st basement floor; the gate to the
Velvet	port is guarded by anti-demons. Breaking thr ough is impossible.
Conditions	Approach the stairs on the west side of Titania, on the 1st b asement floor.
Shiauries	The watchtower should be further ahead.
Conditions	After the event battle at the watchtower, retreat a li ttle southeast.
Security against the anti-demons, just one step more! Contain the de	
monic fiend! Velvet, there’s no time to waste returning.	
Conditions	After the event battle at the watchtower, retreat fu rther southeast.
Shiauries	As expected, it seems the prisoners have almost been suppressed.
Velvet	We must hurry. Let's continue climbing the tower.

Main: 10	
Conditions	Main 10 Start
Shiauries	...I understand. That is why, ...
Conditions	Titania: Proceed to the ground floor along the outer r
The Syaris	ing If you continue like this, you will reach the surfac e port, but .....?
Velvet	Since an intrusion has been detected, you should assume your ship has been found. We will turn t he tables and go on the surface!
Conditions	Oscar Battle
Oscar	bestowed upon me by Alto of the Wind The World-Devouring Sword! Can you endure it!
Cond	Dragon Puppy Battle
ition: Velvet	Haaaaah!
Oscar	Did the swallowed power rebound?! Is the re such a demon king!

Main 11	
Conditions	Advance through the Figar Snowfield
Magilou	Uuu~ it's cold! You, are you alrigh t wearing such clothes?
Velvet	Because I am not human
Conditions	Approaching the gate of Helavyssa, wi
Magilou	ll you chase after the post-meal d
Rokurou	essert? That boy seems to be moving a long the coast
Conditions	Proceed east across the Fiegal Tundra
Rokurou	We should have continued along this path
Conditions	Find the ladder to Heraviesa's wa rehouse
Velvet	There is a ladder.....
Conditions	Let's move forward before talking to the crew member.
Velvet	First, I need to negotiate with the union...

Main 12	
Conditions	Main 12 Start
Magilou	Now, what happened to Rocro? Shall we
Velvet	go to the weapons shop?
Conditions	Before talking with Rocro, we try to take Her avisa out of the warehouse
Magiru V	Isn’t it too hasty to go fetch Crocrow? You’ re such a cold-hearted one. ~
elvet Cond	I know…
ition	If you try to leave through the main gate of Heravyss
Velvet	a, it’s best not to go through the main gate.
Conditions	Approach Heravyssa’s main gate on the Fig ar Snowfield
Rokurou	We don't have a pass, so it's better not to try to force our way through.
Velvet	That's right, I want to avoid unnecessary co ntact with the Exorcists… I'll try to be as inc onspicuous as possible.
Condit	Enter the Fordis Ruins and move a bit forward; there is a w
ion: Roclow	ard against demon-sorcerers guarding it
Velvet	····· There is no business with you right now. If you are discovered, it will become troublesome, so I’m leaving
Condit	Approach Beazelai
ion: Roclow	There is a settlement
Velvet	Let's do a little questioning
Conditions	Enter Biazleai
Velvet	We’ve obtained a lead. Let’s search the northern cave
Cond	Try to exit from the south of Byazley; fi
ition: Velvet	rst, shall we head to the northern cave? ·····
Conditions	Break the rocks in the Hadrow Swamp Cavern to advance
Velvet	Ugh… what’s that smell?
Roclow	····· Oil, perhaps?
Conditions	Move by the Hadrow Swamp Cavern jumps to rea ch a certain place.
Rokurou	The source of the smell is tar. Be careful — if yo u fall in, you’ll sink endlessly.
Conditions	Approach the foothold created by rolling the rocks in the Hadrow Swamp Cavern.
Velvet	····· • I will jump
Rokurou	Don’t fall
Conditions	Battle with the Demon Lord Dial
Rokurou	This is the notorious killer, isn’t it!
Demon of Industry Dayoru	You bastards from Heravisa! Did you come to hunt me!
Velvet	That's right!

Main 13	
Condit	Head towards the exit of Hadlow Marsh Cave.
ion: Roclow	"Are you sure about this?"
Velvet	It's only a matter of time before pursuers catch up to us here. We don't have time to take anyone with us.

Main 14	
Conditions	Main 14 Start
| Velvet	We’re going to the Dyle Cave
Rokurou	Sorry, Magill… Rest in peace In t
Conditions	he Fegar Snowfield near the gate of Heraviesa
Rokurou	Are the demons now rallying their fo rces?
Velvet	“Yes. If their aim on the other side is to lur e us in, they should have enough number s. To encircle the prey
Cond	Enter Heravisa
ition: Velvet	The townspeople are being evacuated. It’s
Condit	clearly a trap. We’re trying to exit Heravisa , or if not, to enter indoors
ion: Roclow	Let's charge, Velvet!
Velvet	I know! We're going in all at once!

Cond	Battle with the second-rank Demon-Slayer
ition: Velvet	Come at me, demon-slayers!
Rocro	I will lend help for justice!
Teresa	Be careful with that woman's left hand!
Conditions	In battles against the second-rate sword-demon exterminators, the enemie s will gradually appear as you defeat them.
Velvet	What’s wrong, is that all you can do?
CroCrow	Bind about two demon-fighters!
CroCro w | Teres a	Now, which one should be the next to be cut down!
	You! Gather all the demon-slaying warriors!
Velvet Teres	All right!
a	Don't let up the attack! Push them back all at once!
Rokurou	Hang in there, Velvet!
Velvet	You too!
Conditions	Teresa Battle
Terrisa	What a despicable trick!
Velvet Tere	The demon of misfortune will not be lec
sa	tured; then repay with your life!

Main 15	
Conditions	Pirate Sacred Slave War
Velvet	What is this thing?!
Rokurou	Are the holy slaves pirates!?
Issen	There seems to be no one who wields a sword and dual blades, or a paper blade Pendula user
Conditions	Before speaking with Magiroo and Benwick, we sho uld try to enter the Western Laban Cave.
Velvet	That holy slave, really alone…? I didn’
Rokurou	t sense hesitation from him, so well, pe rhaps that’s how it is.

Main 16	
Conditions	In the fourth area of the Western Laban Cave, af ter the event
Rokurou	少年。 If you have trouble, you c an tell me
Raifissutto (Rifisetto) Tricky Situation·····	
Conditions	Head north across the Blunar Forest Plateau
Velvet	You did your homework well
Icen	This level is expected
Conditions	Approaching the main gate of Vortigern.
Issen	Since we don't understand the barrier's mechanism, we can't enter through the main gate. We need to find a loading ent rance. Approaching the south gate of Vo
Cond	rtigern. There's another gate over there,
ition: Velvet	and guards too. It seems to have been built along with the construction of the f
Issen	ortress. For now, don't approach it.
Conditions	Lizardman Battle
Rokurou	Suddenly turned into a daemon!
Velvet	"What kind of bad luck is this!?
Eizen	···…I told you so.

Main 17	
Condit	Find a ship at Vortigan
ion: Roclow	“Hey, there’s a ship left behind
Issen	It’s a battleship. This is bad
Conditions	Vortigan Central Sea Gate Passage South This room is entered
“ Velvet, let’s look for the manageme	
nt room. Raifiset… yeah	
Conditions	Approach the door of the southern room before obtai ning the “Key to the Fortress Door.”
Issen	To advance, we’ll need a key. Let’s search for the ma nagement room
Condit	Approach Votigern's main gate
ion: Roclow	Hmm? This one doesn't open either.
Issen	This is the main gate of this fortress, inside that barrier. It would be best for us not to c arelessly touch it.

Conditions	Inspect the locked maintenance room door
Rokurou	····…Hmm. Velvet, are there any ot her entrances?
Velvet	There may be no guarantee, but there is nothing else but to search. Anyway, we will inspect the surroundings of the room
Conditions	Acquire the fortress key before the destruct ion of the battleship.
Eisen	Next, we'll take down the battleship!
Rokurou	Alright! Let's go to the dock!
Conditions	Obtain the 'Key to the Fortress Door' in Vortigern's control room.
Velvet	····· - I won’t get angry, so talk to me. Even if you
Laphicet	speak… well
Conditions	“After obtaining the Fortress Key, approach t he door in the southern room before blo
Issen	wing up the battleship. Only then should yo u open the gate.”
Conditions	Approach the battleship
Rokurou	How do you plan to crush the battleship?
Issen	The battleship carries powerful cannon s. Use the gunpowder there
Conditions	First-rate Longsword Demon Hunter Battle
Roclow	If you get in my way, I will cut you d
Izen	own! Don’t underestimate the Grim Reaper
Conditions	Obtain the “Key to the Fortress Doors” and blow up the battleship. W
Roclow	ith this, preparations are complete. We will open the Sea Gate
Velvet	·····
Conditions	Blow up the battleship before obtaining the “Key to the Fortress Doors”
Velvet	We must find the key to the Sea Gate. Hurry to the control room
Cond	Operate the first gate-opening device. Alr
ition: Velvet	ight! We’ll look for the other mechanism. Aft
Conditions	er operating the first gate-opening device, w. e will go outside
Issen	We must open the Sea Gate quickly. There isn’t
Rokurou	much time left. Yes, hurry and activate the othe r mechanism
Conditions	Operate the second gate-opening device
Velvet	All systems go!
Issen	We will rendezvous with the Banertia ship. The ship We’ll disembark at the meeting point
Condition: Guardian Battle	
Velvet: Tch! This one also has the daemonblight!	
Eizen: Hmph! But it's much better than before.	
Laphicet: The compass is… ·····	

Main 18	
Conditions	Before asking Benwick about the exploration of the foreign seas, try to exit through the south g
Issen	ate of Zexon Port. Wait. Before leaving the port, hear everything from Benwick.
Conditions	Step onto Dana Street
Magilou	Well then! To Rogress once again!
Velvet	·· … Will you come too?

Main 19	
Conditions	Right after entering Rogress, we’re about t o head to Dana Street
Rokurou	We’ve finally arrived at the capital city. Sh ouldn’t we gather information first?
Con	Listen to Altorius’s speech. There was
ditions: Raifi	a loud sound from the stomach—pro
set, Velvet	of that they’re alive. And that too

Main 20	
Conditions	Upon receiving the request 'Destroy Supplies,' approac h the warehouse at Zexson Port.
Velvet	Alright, no guards. Into the warehouse while we can!
Issen	Benwick and the others seem to have done well.

Condition	Eleanor (1) Battle
Eleanor	This time, I won't let you escape!
Velvet	Damn! This won't end peacefully!
Conditions	With another commission still pending, complete t he mission titled "Destruction of Supplies."
Velvet	Now then. Let's report back to Logres. Af
Conditions	ter setting fire to the warehouse at Zexo n Port, we'll try to re-enter Zexon Port. B
Issen	y now, the port's warehouse district sho uld be in quite a ruckus.
Rokurou	It seems better not to approach for a w hile until things cool down.
Conditions	Request: Mercenary Battle on Garis Lake Road du ring the Pursuit of the Missing
Rokurou	Watch out! I'm going to use a saintly sla
Issen	ve! I'm not just a mercenary!
Conditions	With another request still remaining, complete the request "Search for the Missing Person"
Rokurou	Anyway, the request is accomplished. Let's report to the tavern hag.
Conditions	Request: "Elimination of the attackers" in progres s on the Dana Highway during the fight wi
Humanoid demon	th the Tarantula. Hand it over to me!!
Conditions	With other requests still remaining, comp lete the request "Elimination of the att
Issen	ackers." This job is done. Return to report.

Main 21	
Conditions	We are going to try to leave Rogres.
Aizen	Leaving the town right now would be too conspicuous, after all. It would stand out too much.
Rokurou	Yeah. Tonight I have to focus on the "job." I'
Requirements	m going to enter a inn.
Velvet	It's certainly closed, isn't it at this h our
	In the capital's underground passages, operate the switch t o lower the water level
Condition: Rosuroku O! The wat er has receded. Lafisette Are there c rocodiles... not here?	
Con	Lorgres Palace: Inspect the door stuck with a key from the north passage.
dition: Lafisette... it won't open?	
Magilou	Hmm, it seems a lock has been s et on the other side.
Requirements	Eleanor (2) Battle
Velvet	Move aside! I'll finish this cleanly!
Elenor	Don't! By the Tenebriate Order's laws!
Requirements	Eleanor (2) Battle after Magilou joins
Velvet	Let me borrow one—Magilou
Magilou	Unlike Rokurou, you forget things quickly.
Velvet	Well then, return it right now
Magilou	Use it with a plan~ ♪
Cond	Eleanor (2) Postwar
ition: Velvet	I never thought even the high priest would be afflicted wit
Magilou	h the fiendish madness. - It means that the limit ha
Conditions	s been exceeded. Eleanor (2) after the war, intends to return from the chapel to the royal corridor.
Magilou	This is Velvet. Is the request I mentioned fin e? The High Priest has become a demon an d is waiting, washing his hands.
Velvet	.....
Con	We descend from the Rogue-less Palace's ch apel.
dition: Demon Magi Gideon Gyaaaaa!!	
Velvet	What was that scream just now?!
Condition: Return to Rogue-less	
Rokurou	That was quite a full night. Do not let your guard d
Eisen	own. The night is not over yet. We're trying to retur
Conditions	n to the capital's underground passage
Velvet	First, return to the tavern and report to Tabatha 12.... ..

Main 22	
Conditions	Main 22 Start
Velvet	Roklow and the others should be waiting at the squar e
Conditions	Trying to enter Logres Palace from the capital's under ground passages
Rokurou	By the way, how has the inside of the royal palace b een since then?
Rifiset	How will it be? I can't confirm it anymore ...
Conditions	Step onto Dana Street
Issen	We'll reconnoiter and join up at Zaxon Port.
Conditions	I spoke with a veteran pirate at Zaxon Port. We're about to depart from Zaxon Port right after. I'll
Velvet	wait at the port until the reconnaissance returns. .....
Conditions	Without hearing the reconnaissance surrounding nation, Zexon atte mpts to depart from the south gate of the port
Velvet	First, listen to the reconnaissance report... After
Conditions	listening to the reconnaissance report, approach th e east gate of Zexon Port.
Magilou	However, Eisen is meddlesome as always. one
Velvet	It can't be helped. The captain search is the goal of t hat guy as well.
Con	After hearing the reconnaissance report, approach th e south gate of Zexon Port.
ditions: Raifi	Let's hurry to chase after the ice ax quickly.
set, Velvet	Yes, we must hurry.
Conditions	アイゼン、ザビーダ(1)戦
Rokurou	Why is this happening!?
Magilou	Anyway, save Velvet! If we don't, it'll be dangerous later.
Rokurou	Indeed. Sorry, Aisen!
Lafisette, yeah...	
Conditions	Approach the soldier lying at the checkpoint. E
Velvet	veryone seems to be just unconscious. Is
Icen	it the brawler Zabida... perhaps

Main 23	
Requirements: Approach the cathedral at the shrine throne	
Velvet, there he is!	
Requirements: Altorius (1) Battle	
Rocroun—Is this a mentor's sword energy!	
Magilou: This is going to be fatal~	
Eisen: But there are no holy slaves!	
Velvet: We'll proceed as planned!	
Laihset: Ye-yeah!	

Main 24	
Cond	Main 24 Start
ition: Velvet	Anyway, we have to get out of here!
Condition: "Advance through the vein"	
Raifisette is like... haa...	
Velvet, hang in there, Raifisette!	
Condition: "Advance through the vein"	
Velvet, there must be an exit somewhere!	
Condition: "Advance through the vein"	
Raifisette uuh... uu...	
Velvet, damn... which way?	
Conditions	We traverse the ley lines and teleport to a direction away f rom the exit.
Velvet, Co	It's no good, this isn't the right place
nditi	Progressing through the leyline
on, Velvet	Even so, this place is... .... ?

Main 25	
Conditions	Main 24 Start
Velvet, that guy won't be allowed to escape...! !	

Conditions	Approach the cracked wall of the Eivulk Ruins
Magilou	What, a dead end... Our adventure ends here as well~!
Velvet	This wall has cracks. With this... Ele
Conditions	anor (3) Battle
Velvet	Rifiset won't be used, huh? Of
Eleanor	course! I told you it's one-on-one. H
Velvet	mph, there will be no excuses later!

Main 26	
Conditions	We should not go back to the d
Velvet	epths of the Ivorque Ruins...
Condition	Approach Raphisette in Brigitte Va lley.
Raphisette: Fu	a....
Velvet	Let's rest inside the ruins. You're still r ecovering, after all.
Conditions	Before resting at the Ivork Ruins, Brigitte will try to cross the bridge over the Brigitte Valley.
Velvet	It's this late; we can't just wander abo ut spinning our wheels... .....
Conditions	In Brigitte Valley, look at M054 Ra re Stone.
Velvet	To know the exact location, we'll have to find a pe rson or a town and ask.

Main 27	
Conditions	Bridgett Bandit Battle
Bridget Bandits	It was my fault!
Rokurou	Don't attack while apologizing.
Condi	After the Brigit bandit attack
tion: Aisen	Join the ship. Let's search the harbor
Conditions	刀斬り戦
Roclro	No more questions!
Magilou	Outrageous nonsense, banishing the foe with a stubborn Q&A!
Conditions	Shigure (1) Battle
Shigure	How many years has it been since I last fought yo u in a duel? Die and regret it. It's because you didn 't kill me back then.

Main 28	
Conditions	Shigure (1) Heads toward the Kadnikus Port area r ight after the battle
Issen	We cannot win unless we fight with a strategy. Roku ro, we'll extract information about Shigure from S
Conditions	igre. Sigre (1) heads toward the Brigette Gorge area right after the battle.
Rifiset	Hurry and chase after Rokuro and Kurogane. We might lose sight of the two of them otherwise.
Issen	Indeed, this tunnel seems quite wide. They went west. We must hurry.
Conditions	M059 [Demon-Slayer, Assault] Immediately after sighting it, we plan to return to Kurogane's works hop.
Velvet	For now, all we can do is wait...
Conditions	Shigure (2) Approaches the inn at Kadonix Port j ust before the battle
Issen	It seems you've already dispersed the crowd p olitely.
Velvet	If any villagers remain, it would become an int eresting match and a nuisance. That's about right...
Conditions	Shigure (2) Battle
Shigure	It would be boring if it ends too easily! Hand You don't need to choose a rank!
Rokurou	Don't lick me!
Conditions	In Shigure (2) Battle, Rokurou participates
Shigure	Aha, that's quite a fine sword, isn't it?
Rokurou	I'll slay you with this sword. Bow t
Shigure	o it well! Hold that spirit until the end!

Conditions	Let’s leave Leneed before talking to the apothecary
	<original>to suru</original>
Issen	<original>Mazu wa kusuri ya ni iku zo</original>

Main 30	
Conditions	<original>Fāgu Jūrin ni hairu</original>
Issen	This is the Wāgur forest, isn’t it?
Velvet	There might be anti-mages patrolling. Be careful.
Conditions	Approach the Saretohma in the Farh Forest. O
Magilou	h, that brownish-red grass is Saretohma. Look for the purple flowers with a poor Schmii (Schumi) color.
Raifisetto, Schmii is bad, the purple flowers... yes.	
Conditions: Go to the deepest part of the Farh Forest.	
Velvet	From here ahead... it seems like a dead end, but do you feel something, Raifisutto?
Raifisutto No... nothing right now	
Conditions	Grosso Agito battle
Rifiset	This insect is somehow cool.....
Velvet	Don’t talk nonsense and focus!
Conditions	Defeat Grosso Agito
Rifiset	this insect... what is its name, I wonder...?
Velvet	Surprisingly calm, isn’t it. ·····
Condition	We should return from Lenied to the Nogg
Eleanor	Marsh. First, deliver Saretohma to the ship.
Raifisetto, yeah. Benwick and the others are waiting, aren’t they?	

Main 31	
Conditions	Entering Norg Marsh
Eleanor	The tower of Loiraine is beyond the Brunarq Plateau
Magilou	If you’re laying obvious traps, I’d prefer them to be closer by... We’re abou
Conditions	t to enter the Warwood Forest
Velvet	The movement of the Sacred Lodge has become frantic, so it would be better not to approach the Waug Forest for the time being.
Rifiset	Well... yeah... I brought some bugs along too...
Condition	Legendary Wyvern Battle
Eleanor	The Magic Hunter creating demonic beings... The opponent is a dragon! Pondering can wait until later
Rokurou	
Conditions	After the Legendary Wyvern battle, proceed toward the entrance of Rowaine
Rokurou	Where did those guys go!
Issen	Search. They should still be nearby
Conditions	After reporting to Benwick, attempting to enter the War Tree Forest
Eleanor	The vigilance of the Sacred Dormitory has become stricter. Wouldn’t it be better not to move around carelessly?
Rokurou	There isn’t much left to do in Westgand, so it might be best to stay quiet for a while

Main 34	
Conditions	Before talking to the souvenir shop in Izulto, when you try to head from Izulto to Makril Beach, ask the townspeople about Grimo Sister.
Rifiset	
Magilou	Yes. If a mature woman like Sister were here, there should be some eyewitness information, whether there is or not.
Conditions	Talk to the souvenir shop in Izulto
Velvet	Why didn't you say Grimoire was a Malak first?
Magilou	It's crisis management. You never know where a spy might be listening in.

Condit	<original>Makuriru Beach へ入る</original>
ion: Roclow	<original>Kirei na umi da naa. Koko ga Makuriru-hama ka</original>
<original>Raifusetto Grimo-nee-san, iru kana..</original> ····	
Conditions	<original>Verlom Lizardo sen</original>
<original>Raifusetto Doragon!</original>	
Rokurou	No way, it's a huge lizard demon!
Raifisset, Dayle's companion... ···· ?	
Conditions	The venom lizard’s body is turning red.
Raifisetto is turning red!?	
Magilu	He’s shy, you know. ～
Elenoa	They’re angry! Don’t tease them! Their p
Aisen	ower is increasing, stay alert!

Main 35	
Conditions	M194 【Grace-sama is a saint?】 Consider Grimo Sister
Eleanor	Haria Village... the village where Oscar and others talked about a violent demon appears
Aisen	? Perhaps. It would be wise to be on guard. Bef
conditions	ore heading to Haria, they try to return from Makril Beach toward Izult
Grimoire	Hey, you guys, didn’t you listen to what I said?
Rifiset	Well, for now, let’s head to the village of Haria.
Conditions	Approaching Haria
Grimoire	That is Haria Village
Magilou	Everyone, head to the inn. As so
Conditions	on as you approach Haria, you try to go outside
Grimoire	It's already getting dark, you know? Please refrain from roaming about
Rokurou	First, to the inn. Let’s go there and take a break
Conditions	Grimoire is deciphering ancient texts. You try to go outside
Velvet	We can only wait until the decryption is finished
Conditions	After the Grimoires decoding is opened in Haria, talk to everyone: Rokuro, Magiruu, Aizen, and Eleanor.
Velvet	Deciphering progress... Has there been a little progress?
Rokuro	Shall we head back to the inn
Conditions	After conversing with all of Roclow, before returning to the inn, we should head outside
Eleanor	The deciphering of the ancient documents might be progressing. Let’s return to the inn for now. That’s right
Rokurou	

Main 36	
Condit	Proceed east along the Mannan Reef toward the Temple of Paramedes
ion: Roclow	How about it, do you sense anything, Raifiset? Yea
Rifiset	h, the direction of the Sacred Dormitory facilities... it’s stronger than before
Conditions	Enslaver Machina battle
Velvet	Don’t be distracted! You’ll be eaten
Eleanor	! I understand! But ...!
Condition: Build a water bridge in Paramides Sanctuary.	
Laphicet: Wow! A water bridge has appeared!	
Condition: Proceed to just before the deepest part of Paramides Sanctuary.	
Laphicet: I feel power... from deeper inside.	
Magilou: Well now... will it be a Daemon, or a bear?!	
条件	Treant Daemon Battle
Rokurou	Be careful not to get eaten!
Magill	Heaven forbid!
Condi	After the Treant Daemon battle, enter Manann Reef.
tion: Aisen	This is bad... The malevolence is growing stronger.
Magilou	Oh, it seems the effects have already begun to appear.

Conditions	<original>Haria ni modorou to suru</original>
Issen	<original>Seiryō to gōma ga yarikatte iru uchi ni fune ni modoru. Isoge</original>
Raifisetto... umm·····	
Conditions	We’re going to progress into the southern cave of Izult. There’s no time to dawdle. We must return to the Banertia ship now.
Aisen	

Main 37	
Conditions	emerge from Izult to Makrill Beach Velvet, for now we’re leaving this town. It’s for our own safety
Issen	
Velvet	···· ...Yeah

Main 38	
Conditions	Leaving the Rogue-ness tavern H
Eleanor	onestly, to accept a quest without knowing my background or purpose...
Velvet, Conditions, Roclow	It’s better not to know to avoid trouble. We should head to the dockyard at Saxxon Port, though I’m feeling sick. Tamasa’s request comes first. We also need to find the hideout.
Velvet	··· ...That’s right.
Conditions	Battle with the Bush Ape in Titania. Monkey!
Magiru Velvet	If you’re leaving, I won’t chase you! Do
Condition	n’t let your guard down, survivor of the riot! Advance through Titania
Issen	····· · A corruption has spread across the entire island. It seems there are demons of misfortune emitting a particularly strong corruption.
Magilou	
Conditions	Antique Armor Battle in Titania
Rifisette, where is this coming from!? Look inside at Eisen	
Conditions	Return to the port side after antique armor battle
Moana	Eek!
Eleanor	Moana's Scream!
Conditions: Durahan battle in Titania	
Raifiset, that horse, where did the neigh come from...	
Izen, verify it yourself as well	

Main 40	
Conditions	On the ship, approach Raifiset, approach Roclow, speak with Magilou, perform all three
Benwick	Velvet, the setup is ready!
Conditions	The battle with Dump Octopus on the ship
Dump Octopus	Choo-Choo!!
Velvet	Choo-choo is so annoying!
Maggill	Choo-yi, go away!
Maggill	If you let your guard down, you’ll get bitten! Huh!?
Velvet	
Conditions	Zombie battle on the ship
Roclro	This time a moving corpse appeared!?
Magilou	Was this a bone urn!?
Roclro	Quite a bit of 'flesh' on the bones, though.
Magilou	It must be because he was eating octopus.
Conditions	Pandora Bot Battle on the ship.
Eizen	Listen! Don't you dare break it!
Rokurou	Is 'cutting' okay then?
Eizen	Even worse!
Velvet	This is no time for dilly-dallying!

Main 42	
Conditions	Main 42 Start
Rokurou	Ouch... The mouth is the source of trouble.
Raifisseto, right? ·····	

Conditions	Go to the upper rocky hill from the Aldina Plains before that, head toward Stoneberry.
op of that rocky hill,	The vein node should be somewhere around the t Raifisset. If you continue like this, you might drift away.
Eleanor	Let's first head for that rocky moun tain. There might be a route you ca n climb.
Conditions	Advance to the upper part of the rock mountain in the
Aldina Grassland. Raifisetto feels the ley lines strongly. It's up here.	
Rokurou	Let's somehow climb up.
Conditions	Enter Stoneberry.
Rokurou	Now, speaking of places where blood-winged butterflies might be fo und...
Issen	Checking into an inn is the standard move.
Conditions	Immediately after spotting Xavida at Stone berry's Inn, I try to enter the inn again.
Rifiset	Right now, I must not interfere with Xavida...
Rokurou	Yes. Just as Aizen said, there are tim es when men want to drink alone.
Conditions	Right after obtaining the Rare Board, we'll try t o return to Stoneberry.
antic Tree and look for Raifisette. Then we'll be able to rid	Anyway, let's go to the place of the Geom e the Rare Board, right?
Bienfu	That's right! After I revealed my nam e, I want you to make proper use of me, at least!!
Condition	Look up at the upper part of the rocky hill
Lafisette is here! On top of the rocky hill!	
Issen	····· Move quietly so as not to provoke it
Cond	In the Shenlong battle on the Aldina grassland
ition: Velvet	Honestly, what a bother!
Rokurou	There aren't many training partners like this!
Issen	Don't slack off! One misstep and you'll be struck in a
Rokurou	single blow! That's the point!

Main 43

Cond	Return to Titania
ition: Velvet	Good grief... Fee is quite stubborn, isn't she?
Conditions	Go to the 3rd basement floor of Titania
Iron: Don't overdo it, Raifisset	
Raifisset: Thank you. But...	

Main 44

Conditions	Before finishing information gathering in Her aviesa, we plan to leave Heraviesa First stay
Eleanor	in this Heraviesa, and gather information abo ut the Saint Dormitory's movements and abou t a woman named Medisa
Magilou	If possible, I would prefer to stay in this warm r oom forever, but I will move forward throu
Conditions	gh the Fighal Snowfield.
Eleanor	Foldis Ruins are to the north of Her aviysa.
Rifiset	The leyline point is also to the north. It must be in the same pl ace, I think.
Condit	Enter the Foldis Ruins and go a little further. Oh,
ion: Roclow	there are no guards. Is this a back door or a front door?
Velvet	····...Front! We'll advance in one go!
Conditions	Head toward the Gibluk Icefields from Foldis Ruins.
Velvet	Anti-mages? There are some merchants too. T
Issen	here is a town beyond this ruin. These reside nts live there. It's better not to approach right now to avoid trouble
Conditions	Forge Relic Ruins Level 2 Underground: Battle against the Number One twin-blade demon killer ×3, Pure White Arm or Wedge, and the wandering spirit ×2.
| Velvet Elea	It seems Medisa is indeed here. Tell th
nor	e truth and... manage it more easily?

Conditions	In Foldis Ruins, on the underground 2nd level, battles with a Snake.
Eleanor	Why? You...!
Velvet	Damn, this guy is a subordinate of the Hol
Magilou	y Dormitory! It's turned against us ag
Conditions	ain! Medusa battle in the underground 2nd layer of Fordis Ruins.
Medisa the Devourer	Finish it!
Medusa Eele	To repay that child's death! This
noah	person is... as a mother... Doesn't
Velvet	matter! I'll kick everything aside!

Main 46

Conditions	Proceed to Tarielshin and listen for information about Aval from the townspeople.
Aizen Vel	What does this mean?
vet	·····What I want to know is this: after the above short chat, hear Nico's story on the second floor of Tagil Shin's tavern. Nico is aliv e... that can't be right... Enter Pur na Lake Shore Road.
Conditions	
Velvet	
Conditions	
Kokurou	We have no choice but to go and confirm. What a bout your hometown?
Velvet	It's always to the east. Beyond Morgana Fo rest.
Conditions	The forest of Morgana, going deeper into the western part
Nico	Ahhh!
Velvet	That voice...!?
Conditions	The Xenomantises battle in Morgana
Velvet	Forest Why...!? Why is Nico here
Condi	After finishing the Xenomantis battl
tion: Aisen	e, Velvet continues. First, did you confirm t hat the villagers are dead?
Velvet	At that moment, there was no such leewa
Conditions	y... We enter Abal.
Raifisette... Let's give it a try. To Velvet's house, Velv	
et...	
Conditions	Immediately after arriving at Avar, attempt t o leave Avar for Molghana Forest
Eleanor	Would you like to go to your house now? I think the best way is to confirm it with your own eyes...
Velvet	Yes, I understand... After re
Conditions	turning to Velvet's house, I'll leave the
Velvet	house First bake a special quiche. And to mato egg soup and pudding too!
Eleanore	You...you can make that face too, huh? We're trying to get from Aba
Conditions	r to Morgana Forest. First, we nee
Velvet	d to shop at the shopkeeper at my uncle's place. Lyfi-setter, yeah. The shop in fron t of the plaza, right? After returnin g to Velvet's house, talk with the s
Conditions	hopkeeper in Abar.
Velvet	To Morgana Forest. It's a Uli-boar hunt. Uh
Lyfi sett	, yeah... progre
Conditions	ss into Morgana Forest.
Velvet	We'll search for the Uli-boar. Be careful aroun d the bushes.
nditi	In Morgana Forest, the first Uli-boar. Co
on Finish th	
e battle. Lyfi-setter. This is the hun	
t... Velvet.	Heh, with this pace I'll hunt down a few more! Fin
Conditions	ish the Uli-Boar battle in the Morgana Forest thre e times
Velvet	Rafi is waiting. Run back quickly! Raff iset R
afi... Conditions Velvet Magi	
ru	Leaving Abal for Morgana Forest. Com
	e on, hurry back and prepare dinner!
	·····

Conditions	Finish the dinner event at Velvet House.
Eleanor	霧が……！？　まさかこれって！
Velvet	To the shrine of the cape! The condition to
attract away the Medusa is to approach Raifisetto's (younge r) room. Raifisetto, please, don't go... stay by my side... (younger br other	) stay with me...
Velvet	This is... "my voice"... Garuda x2,
Conditions	Wolfhegin x2, in battle.
Velvet	Move out of the wayeee!!
Magilou	This is surprising! I never thought you would endur e without breaking!
Eleanor	What does that mean!
Magill	If you worry about every little thing, you'll die!
	We're going to head from Abal to Morgana Forest
Velvet	Let's go to the eastern forest.
Eleanor	Yes. Let's go to the Geomantic Point and co nfirm what happened. Enter th
Conditions	e Forest of Quelling.
Velvet	It's a dream, even if it's not all of it... I won't back down!
Conditions	It will take some time during the battle with Mali ta Orlfalos...
Velvet	I see, you all were... the ones Nico ke pt...
Conditions	After the battle with Malita Orlfalos, we return to the centra l part of Abal's settlement.
Laifiset Velv	There is no one.
et Conditi	.. This is reality.
on L	We should head from Abal to Morgana Fore
aifiset	st and quickly return to Velvet's house. I mus t check if there are books.
Conditions	After returning to Velvet's house, we proceed th rough Abal's village.
Velvet	Deliver Orltros and have Grimward deciphe r the ancient manuscript. We'll return to Tit ania for the time being.

Main 50

Conditions	Arrive at Lionel Island Pier
Velvet	You understand, Fee. Don't let your g uard down
Rafisetto u, uh...	
Conditions	Proceeding through Baildo Marsh
Velvet	What were you talking about?
Rafisetto	···...It's nothing...
Conditions	Proceeding through Baildo Marsh
Eleanor	Teresa, you think using a life-threatening sp ell in actual combat by the Holy Academy is strange, don't you?
Terrisa	... The decision to do it was Oscar's. What do you understand about that c hild?
Conditions	Approaching the deepest part of the Baildo Marsh
Terrisa	The lifeline point should be soon. You und erstand the steps, right?
Velvet	I'll use you as a hostage to restrain Oscar. Don't ma ke any strange moves, Teleza the Man-Ea
Condition	ting Demon battle
Meso-Teresa	To become a demon-eater... are you going !
Velvet	to go this far! Hehe, for that child, I'll do any thing!
Condition: Reduce Teleza's HP to below 50%.	
Raifuset, please, stop it!	
噆魔 Terrasa	What can I possibly do to stand in their way! Th at child's future is on the line!
Conditio	Battle with the incomplete God-possessed Oscar
ns Incomplet e Wind God dependent Oscar Magir u Velvet Rocl ow	Oooooh!!
	W-What is this~!
	Possessed by a Saint and fused with it!?
	Was it such a powerful technique!?

Conditions	HP of the unfinished god-possessed Oscar reduced to 75% or below
Unfinished wind god Oscar	Ugh... not yet! It's still collapsing
	N-no, God-possessed!!

Main 51	
Conditions	Unfinished Post-Emperor Oscar War
Velvet	Yes, it's inevitable. V……全部……
Laphicet	elvet...

Main 52	
Conditions	First-class Fist of Steel vs. demon-slaying knights, first-class Longbow vs. demon-slaying knights war
Eleanor	Please stop! Do you understand the danger of Kami?
Velvet	Nonsense! This is a life-and-death feeding frenzy!!
Conditions	First-class Mighty Fist Demon Slayer, First-class Long Bow Demon Slayer After the Battle
Velvet	Let's go! While pushing back the enemies, we search for the devourers
Rifiset	……
Conditions	Advance Titansia
Issen	Not only the will of the holy slaves but also their appearance is taken away. It's disgusting
Magilou — Conditions — Rocro	But it is rational. If you're aiming for the power of Saint Slaves, it would be the ultimate magic. Defeating four top demon slayers in Titania is quite a strength, God-Worshipped I think! It's worth risking life for
Eleanor	He is dying... like tools... ……
Conditions	headed for the main gate port
Issen	There should be their main forces at the port in front. Boarding would be suicide.
Conditions	First-grade Strong Fist Against Demons, First-grade Long Bow Against Demons x2 Battle After
Issen	The goal is to escape from the port in the table. Do not forget.
Velvet	……. Understood. "Battle Lesson One" - the
Conditions	Canosi battle.
Kanushi	Older sister, you've been pushing yourself like this all along, haven't you
Velvet	Shut up! Speak with Lafi's voice. Ah!! な
Kanushi	It's enough now. The suffering and the pai …… n... I'll put an end to them

Main 53	
Conditions	Main 53 Start
Eleanor	... Anyway, we have to get out of here. Let's move forward, for now
Raifisset, conditions	…… yeah
	In the third layer of the geotherm, memories of th
Velvet	e earth will be seen. To think I believed such lies all t …… his time—how ridiculous
Conditions	Geomantic Vein: Fifth Layer Chimera Battle
Rokurou	What is this thing?!
Eleanor	Countless corrupted demon spirits are mixed in!?
Velvet	Doesn't matter! I will devour and kill!!
Conditions	Melchior (1) Battle
Magilou	Everyone! Sorry for making you worry~♪ I'm
| Velvet	not upset at all
Issen	A 玉 that causes worry?
Rokurou	Yeah, right.
Eleanor	This is, in a sense, trust as well.
Raifissetto, right	
Magilou	These ungrateful ones~! In another sense, it's stabbing me!

Main 54	
Conditions	Proceed through The Kalis I
Eleanor	With such a large-scale technique, what is the Saint Academy planning to do... ……
Zabida	In a hidden space, they're whispering and sneaking about. It's not proper conduct, is it? Getting close to the dragon in The Caris II, we cannot release it. It's too dangerous.
Conditions	
Velvet	
Zabida	…...I understand. You'll do it, demon-slaying knights.
Condition: Enter Carnseed Lands;	
Raifisette, you've escaped!	
Zabida	I have a ship I came with. It's a southern eastern beach of the island!
Conditions: Eleanor, Aizen	Hellkite in Caress Land (1) Battle. If only my vessel were bigger... Regret would come later! If I don't concentrate, I'll die! Yes! It's a pity to kill them all at once, but...
Rokurou	
Conditions	Hellkite (1) Battle (After Event). Th
Eleanor	is situation won't change like thi
Velvet	s! It will change. That child is trying to change
Rocro — Aizen — Magilou — Aizen — Magilou	It's a gamble. I'm in!
	Me too
	You're only going to get bad luck, aren't you? Then, place your bet on the opposite side
	Refuse! This is a shot for a big hole!

Main 55	
Conditions	Main 55 Start
Rokurou	You should carry me. You're so cold-hearted.
Eleanor	…….. It's the other way around. Before going to the inn, we should try to leave Katdonix Port.
Conditions	
Eleanor	Let's head to the inn now. I want to get the Lifis set to sleep on the bed ASAP.

Main (56)	
Conditions	Main 56 Start
Issen	Damn... If only I had been faster... I'm planning to leave from Kadnix Port. First, I'll scout for a suitable ship
Conditions	
Roclow V	
elvet Condi	
tions	Battle with the demon Aifridd at Beiruido Marsh
Velvet	Is it okay, Eisen
Issen	Ah! I'll settle this!
Magilou,	Even so, this guy is extremely tough ……
Eisen	Of course! That's why I'll do it!

Main 58	
Conditions	Main 58 Start
Issen	Is this the result of the "Ritual of Calming" or whatever it's called? Probably. It's exactly the human act of "calming."
Velvet	
Conditi	Progressing through Rogless
on: Magilou	The capital city has been wonderfully paci
Rokurou	fied as well. All thanks to Kanushi's power. Truly a mighty deity.
Conditions	Before fighting the revelation's envoy, we plan to leave Rogress Palace from the underground in the capital city.
Rokurou	Is it a bit risky to head to the palace in the current situation?
Yeah, it's a bit tricky... The Sacred Raifset Dormitory might be stationed at the palace that is a geodetic center	

Conditions	Use of divine revelation in Rogress battlefield
Eleanor	The capital city is filled with demon-working!
Velvet	No, this one is a Saint's thrall!
Condit	In Rogress Palace, a revelation from a s
ion: Magilou	ervant... Heh, this appearance is like [on e -1
Velvet, Ma	You seem like a hero of justice.
gilou	I was just about to jump in now!?

Main 61	
Conditions	Enter Mail Shio
Rokurou	delegate is fine, but what should we do? T
Velvet	he road to the volcano seems to be at the far end of the town. First, let's explore the city. W
Conditions	e plan to head from the eastern exit of Merilsio to the Gaibluk Glacier
Velvet	It's not like I can just go outside the streets and waste time, so what should I do to kill time... Hmm. Right... shall I go see how everyone's doing?
Rifiset	
Conditions	In front of the Mailish Cathedral, after meeting with Rocro, I'm about to enter the cathedral
Rasifa-sette | V	Kurogane.....
elvet | Condi	……
tions	We will try to escape from Mailcio's西门
Velvet	, defeat the two top elites tonight, and resurrect the Four Saints... I will definitely accomplish it. ……
Magilou	The morale is high; all that remains is to do it. Let's go! To the point where the極寒灼熱 energy wells up! What a place

Main 63	
Conditions	Enter the Kirarau Fire Mountain
Rifiset	That cave! From the Depths, A Strong Vein
	I can feel the flow from there heading to the crater.
Velvet	That place seems like you can enter the crater from there.
Conditions	Proceed along the road to the Kiralaus Volcano crater.
Magilou	Come on, it's co It's so cold I'm getting sleepy. ld... t....
Velvet	If you fall asleep, I'll leave you behind
Conditions	Proceed along the road to the Kiralaus Volcano crater.
Issen	Roclow, how do you think Shigure wi
Rokurou	ll respond? I won't use any tricks. He should be waiting head-on
Conditions	Proceed along the road to the Kiralaus Volcano crater.
Eleanor	It's a perfect place for a pincer assault. ……
Rokurou	No need to worry about a surprise attack. Shigure is ahead from here
Conditions	Shigure in the Kirarousu Volcano (3) Battle
Shigure	Come on, let's have some fun!
Rokurou	Yes! This is the 1013th match!
Shigure	So you're nitpicking, you!
Rokurou	Because of the number of losses. But today is the last day!
Conditions	Shigure (3) in a battle where Rokurou is not participating, Shigure uses a secret technique.
Shigure	What will you do, what will you do! Don't disappoint me, Rokurou!
Rokurou	Kuh... Let me do it!
Conditions	Shigure (3) in a battle where Rokurou is participating uses a secret technique
Shigure	Ha! Can you stop my strike!
Ro-Kuro u Shigur e	From here on, Shigure!
	We understand each other! Me too!
Rokurou	Oooooh!!

Main 64	
Cond	Shigure (3) After the War
ition: Velvet	I don’t mind if you return, Kuro
Rokurou	crow. Don’t forget. My goal is to r epay your favor
Conditions	Proceed through the lower levels of the Kirarau Volcano c rater cave, and reach the crater
Velvet	The summit is in sight. If Melchior is there, that’s where it is
Magilou	Be careful. That old man will not come at you head-on like Shigure
Conditions	The half-god Melk the Oroul battle at Kiralause Volcano
The half-god Mel, a stubborn one. Who does he resemble, Magirani K iol, powe	r!
Magilou	I am I! The great evil magician Mag uru is!

Main 65	
Con	Go to Heravyssa’s Dock
dition: Raifiset, you must not eat it	
Velvet	Yes, yes, I understand. We w
Conditions	ill enter the Holy Seat
Raifiset is here...! The Canopy is in the sky	
Eleanor	In the sky... is there something!?
Conditions	Altorious (2) ／Canopy (2) Battle
Artrius	Now, I will sever the bond!
Kanonush	I’ll repay you for what happened the other day!
Velvet	Let's go, Fee!
Rifiset	Yeah, I'll fly too. With Velvet!
Conditions	Kamui Artorius Battle
Issen	This guy, such despair!
Rokurou	You mean he's been suppressing it all this tim
Magilou	e?! One wrong move and he'd instantly turn into
Eleanor	a daemon! Is this Lord Artorius's will's power? ……！
Velvet	At the same time, reveal your true nature!
Rifiset	Then even more, I don't want to lose. T o such a despair!!

Sub Episode	
Conditions	SUB 01 "Cat-Nin's World③" "Sta ／ying at the Cat-Nin V
Velvet	illage
Conditions	SUB 01 "Cat-Nin's World③" ／"Further stay in Cat-Nin Village
Velvet	……・Hiccup! Oh no, I even got a hiccup coming up.....
Cond	SUB 01 "Cat-Nin World③"
ition: Velvet	／"Stay longer in Cat-Nin Village, He ku shu! Hicu!"
Conditions	SUB 07 "Turtle-Nin Chronicles⑤" ／"Dark Turtle-Nin Battle"
Velvet	Could it be that it turned black.....!
Laphicet	Was it boiled and dyed with Shoyu?!
Dark Kamenin	Yes! I am you from the future! From now on, I will simmer you all together. Russ!!
Conditions	SUB 10 "Rokurou Zanma Steel Sword ①" ／"O'Kong Battle"
Rokurou	They’re wielding a hefty weapon!
Velvet	If you get hit, it won’t be a joke.
Rokurou	Indeed! Otherwise, there can be no training!
Conditions	SUB 10 Rokurou Blood-Slicing Sword II"S ／erket Battle
Magilou	Oh, it looks tough just by its appearance!
Rokurou	Alright, how many should I take down?
Magilou	Just shred it all!
Raifiset, this isn’t a time to joke around	
Rokurou	I’m serious!

Conditions	SUB 10 "クロロウ Slashing Demon Sword ③! ／Lancelot 戦
Lancelot	You ungrateful dog!
Kurocrow	Taste the sharpness of the dog's fangs and depart!
Conditions	SUB 10 "Kurocrow Slashing Demon Sword ④! ／Ryūmajin Battle
Rokurou	Dragon Knight! Is this the demon that Shigure couldn’t cut!
Conditions	SUB 10 「Rokurou the Demon-Slaying S ／word IV」 Reduce Ryūjin’s HP to 50% o r less
Rokurou	This sword style is Rángetsu style...! ? I see, this is him!!
Conditions	SUB 11 「Raifisetto and the Ancient Medici ne I」/「Research Manuscript “Heritage of An cient Civilization”」Obtain and then hand to Re eve before heading out to Lenid
The book I handed you earlier, I del ivered it. Is it okay for me to search for Reeve, the boy?	
Conditions	SUB 14 "Magilou Arcane Troupe" / I n Zamal Bell Passage, a large-scale b attle
Eleanor /	Majiruu-chan is everyone's hope!
Magilou	Magiruu-chan will help you out!
Conditions	SUB 18 "Fortune of the Nor doll ⑥!/ In Titania, the Phoenix Battle
Rokurou	This is amusing, you!
Phoenix	If you want to laugh, laugh. But in the end, I will be the one who laughs ！
Issen	I'll make you cry!
Conditions	[SUB 20 "Mothers' Wishes③" T ／ries to enter the inn room where M oana is in Meilshio
Eleanor	Moana, please wait. I'll be back s oon.
Conditions	SUB 20 "Mothers' Wishes③!" We a ／re trying to head towards Kirarau Volca no
Eleanor	For now, let's head to Hariya Village quickly. I am worried about Moana's condition
Raifissetto, right	
Conditions	SUB 20 Mothers' Wishes③" Bo ／ss Troll Battle
Eleanor, how could you! How could you harm mother!	
Rafisette, stay calm, Eleanor!	
Velvet, don’t push yourself too hard in front of vengeance!	
Roclow, we have no choice but to aid you with all our might!	
Rafisette, y-yes!	
Conditions	SUB 20 "Mothers' Wishes③! After ／the Bosstroll battle, trying to head to Marnan Reef from Haria"
Rokurou	We must hurry to deliver the medicine to Moa na
Eleanor	Yes.....
Conditions	SUB 20 "Mothers' Wishes③" After arri ／ving at Mailshio, attempting to head to the G ebburg Ice Field from the south
Laevusette, let's hurry to the Kilarous Volcano!	
Eleanor Moana... Medisa...	
Conditions	SUB 21 "Gluttonous Demon" / Glat Battle 21
Velvet	Is this the infamous cannibalistic demon? The mo
Rokurou	re you devour, the more ferocious you become, right
Aizen	? Crush it before it cannibalizes!
Conditions	SUB 22 “Broken Sanctified Slave” / Ox-Head 天王戦
Issen	This is the infamous experimental sacred slave!
Magilou	Why is its head like a cow!? Moo—
Velvet	Watch out! He’s running wild
Issen	……I’ll stop it now!

Conditions	SUB 25 「In Search of the Mysterious P engyon」/Stay at Isurt’s Inn, and on a ni ghttime walk try to enter the cathedral
Rifisetto, the lock is already on, isn’t it?	
Conditions	SUB 25 "In Search of the Mysteri ous Pengyon" / Staying at the Isult Inn, and attempting to enter the t avern during a night stroll; the tav
Rokurou	ern is closed at this hour, I suppos e. Is this the temperament of t his area? ... I wonder if everyone is
Rifiset	afraid of talking Pengyons?
Conditions	SUB 25 「In Search of the Mysteri ous Pengyon!/Discover Pengy
Raifisetto Vel	on Velvet, there is a Pengyon. I
vet	s that the talking one?
Conditions	SUB 25 "In Search of the Mysterious P engyon" / After discovering a Pengyon in Isult, attempting to leave Isult for M akril Beach
Rifiset	Velvet, what should we do with that Pengy on? Should we try talking to it?
Velvet	Ah... yeah... ... It seems that’s how it will be after all, right?・・・・・
Conditions	SUB 25 "In Search of the Mysterious Be ngyeong" / Jude (1) Battle
Velvet	What are you, you person!?
Jude	Sorry! But... I won’t let Penguin la y a hand on you!
Conditions	SUB 25 "Seeking the Mysterious Peng yon" / Mira (1) Battle
Velvet	What are you, you person!?
Mira	I am Milla Maxwell. Now, I am the 'Pe- ngyon's Guardian'!
Conditions	SUB 26 "Zabuda's Way"。 ③ ／"Zabuda (2) Battle"
Zabida	I'll go without mercy!
Issen	If you want to stop me, come at me with th e intent to kill
Conditions	SUB 26 "Zabida’s Code④" ／Shenron Battle
Rifiset	I will fight and save... Zabida and テ Odra!
Aizen: Beware of the corruption	
Raifiset: Aizen too!	
Conditions	SUB 29 "Moana's Treasure" / Me We must get Moana's treasure from Mershio out
Rifiset	
Velvet	..... Why do little kids always hide s omething precious somewhere? ・・・・・・
Con	SUB 30 "Divided Future" / Helcai to (2) Battle
ditions: Raifi	I will defeat you! Silver!
set, Velvet	No tricks! This is a total battle!
条件	SUB 34 "The Harbinger of the End, Appears!" /Jude(2) Mira(2) Mira Battle
Jude	On behalf of the Harbinger of the End!
Mira	Now, let the battle of judgment begin!
Velvet	Who do you think you are!
Conditions	SUB 36 "Stairway to the Heavens"/Secon d Room: Basilisk Battle
Rokurou	Oh! A dragon has appeared! Is
Velvet	this a time to laugh? You'll die!
Rokurou	Don't worry! I'm not planning to die in a place like this!

Victory Line Data

Introducing lines you can hear on the battle victory result scree n. Series has familiar banter, so if you haven't seen them yet, pa y attention to the post-battle lines.

Dialogue upon Victory in Battle

Victory lines are either a solo remark by the characte r who delivered the final blow to the enemy, or a dialog ue between members who participated in the battle. Th e term "easy win" described in the conditions means wi nning within 10 seconds without knocking anyone out, or winning without anyone taking damage; "difficult fig ht" indicates that the battle took at least one minute to conclude or someone was knocked out before victory.

To defeat the enemy is the condition. "Victory with a Se cret Technique" is the last with the Secret Technique

Victory Line (Solo)

Velvet

Lines	Conditions
Is this enough!	Main 1 ~ 6
Not bad!	Main 1~6
... Well then, geez	Normal
Looks like it's taken care of. Let's go.	Normal
If you interfere, I'll deal with you!	Normal
No mercy or pity—none at all...	Normal
It wasn't a big deal after all.	Easy victory.
This isn't a discussion you want to have.	Easy victory.
I won't let it happen... I can't let you escape!	A tough fight.
Did you think you could run?	Win with a secret technique

Issen

Lines	Conditions
Without any resolve, don't stand in my way	Normal
This fist cannot be stopped	Normal
I didn't need to get serious.	Normal
It's my win.	Normal
What the heck, is this some kind of joke?	Piece of cake
It's not even a warm-up.	[Piece of cake
Tch, I didn't expect to be this troubled...	A tough fight.
Even to the places you can't see... fly there.	Win with a secret technique

Rokurou

Lines	Conditions
The match is on, right!	Normal
Come on, let's move ahead	Normal
I gave it my all, but did I overdo it...?	Normal
Forgive me for striking you down...	Normal
Aren't battles supposed to be easy? That wouldn't be training.	An easy win
There's no sense of challenge at all.	. Easy win.
I've been cornered... but I suppose I win. I'll complim ent you for forcing me to use my trump card.	A tough fight. Win with a secret technique

Magilou

Lines	Con dition: No rmal, Nor mal, Nor mal, Nor mal, Easy win, Easy win
Well, this is about it, I guess	
You were outstanding, weren't you?	
Don't say it all for me; is it all thanks to me? No matter how many times I try, the result doesn't change. So wh at? Is it over already? This conversat ion is useless.	
This doesn't make for a good story at all...	A tough fight.
Have you witnessed my absolute, complete victory~ ♪	Win with a secret technique

Rifiset

Lines	Conditions
もう、大丈夫……？	Normal
Did I win? I think I won, right?	Normal
I wonder if I was of any help...	Normal
We did it! We defeated them!	Normal
It's over, isn't it?	An easy wi
I managed to push through quite well, didn't I?	n. Easy win.
I thought it was already hopeless...	A tough fight.
I must not misuse how to wield power	Win with a secret technique

Eleanor

Lines	Conditions
It's settled, isn't it	Normal
There's no problem at all.	Normal
It seems the matter is settl ed. No injuries, I think.	Normal Normal
I don't slack off—that's just my nature...	Easily done
A complete victory, indeed!	Easy victory.
You were quite the skilled user...	A tough fight.
You cannot stop this spear!	Win with a secret technique

Shiarizu

Lines	Conditions
It's over, isn't it	Normal
••••• It seems there are no problems	Normal
Let's go	Normal
All done	Normal
Let us hurry ahead	Easy victory.
I cannot show mercy	Easy victory.
Surely I won't go easy on you...	Hard fight

Victory line exclusive to DLC costumes

Character	Lines	Required costumes
Velvet	Debt and revenge must be paid back doub	[History] Velvet Historical Costumes
Rokurou	••••le! ... Your world is one I will ruin; I wil	[History] Roccrow Historical Costumes
Rifiset	I show no mercy!	[History] Raifset Historical Costumes
Issen	I'll make you work for it!	[History] Eisen Historical Costumes
Magilou	Hehe, I went and did it~	[History] Magerett Historical Costumes
Elenoa	Oh, is it already over?	[History] Eleanor Historical Costumes
Velvet	Good job	【Deremasu】 Rin Shibuya's idol outfit
Magilou	... I want to go home already	【Deremasu】 Anzu Futaba's idol outfit
Elenoa	H-hey, hey, that's perfect!	【The Idol Masters Cinderella Girls】 Kirari Mogami's idol costume

Victory line (duet)

Velvet & Circe

Poking about

Condition: Main 8~9

Good job. Let's hurry.

••• ...First, escaping comes first, right

Velvet & Rocrow

Local recruitment c

ondition: none

Quite a different sword technique, isn't it

It's rather obscure around here

1 Velvet& Rifiset

Gazing gaze

Condition: None

Are you not hurt?

Yeah, I'm fine.

Velvet & Eizen

Unique Skill

Condition: None

That power, it interests me.

I have no intention of recommending it to just one person.

Velvet & Magilou

A true contest

Condition: None

Fight seriously

Even when I'm playing, I'm serious, you know?

Velvet & Eleanor

Well, well.

Condition: None

Well, it's decent.

..... そっちもね

Rokkuro & Aizen

Jokers

Condition: None

When you think they're unarmed, they're already a lethal weapon.

When will you reveal your trump card?

Rokuro & Magilou

Exotic atmosphere

Condition: None

No matter when you see them, their outfits are always flamboyant.

I've gotten used to it, but I don't want to hear it from you...

Raifiset & Magilou

Open and be surprised

Condition: None

A lot of things come out, don't they!

Hm, it's a wonderful wonderland of interlacing

Raifiset & Magilou

Shikigami Appraiser 1

Condition: None

Even the Shikigami was angry at the current enemy, wasn't it?

Oh, can you read the Shikigami's mind?

Ah, yeah, kind of.

Raifiset & Eleanor

Piercing Gaze

Condition: None

Are you hurt? Are you okay? Are you alright?

Yeah.

Ice Axe & Eleanor

What exactly is this power?

Condition: None

Is that also the power of the God of Death?

As long as I'm winning, it's a blessing from the angels

Velvet & Roclow & Aizen

It hurts

Condition: Victory by secret technique

The moment I sank, it was happiness

There are pains that are better off dead, you know.

For some reason, it sounds incredibly sincere...

Velvet & Raifusetto & Magilou

It feels like I might get burned.

Condition: None

How does that sword work?

Don't touch it, you'll get hurt.

It seems that everything except for swords can be touched.

I'll hurt you

Velvet & Raifiset & Eleanor

So serious/earnest.

Condition: None

Is your training still not enough...?

Training, is it painful?

It's necessary, so it's not painful.

Hmph, you are an honor student.

Velvet & Magilou & Eleanor

Victory Ladies

Condition: None

- This is the end!
- That was quick, wasn't it
- We are invincible~!!

Velvet & Matilda & Eleanor

Harai Susumu

Condition: None

- With this spear, I will blaze a path!
- What! We can break walls too!
- Walls would be bad though.....
- Is it possible with just two or three?
- I won't break it, the walls...

Crocorro & Aizen & Eleanor

There are a lot of difficulties

Condition: None

- I hear that handling spears is difficult...
- Because I have trained for many years...
- For years, hey—.....

Crocorro & Aizen & Eleanor

That's not it.

Condition: Victory by secret technique

- This is the Arashizuki-ryu (Storm Moon Style).
- So, is this ArashiGetsu-ryu?
- Not exactly.
- From here on, this is Arashizuki-ryu, right?
- What do you think Arashizuki-ryu is?

Rokuro & Magilou Magilou & & Eleanor

Various weapons.

Condition: None

- A short reach is filled by stepping in.
- To be prepared even if it gets into my bosom, I'll train in hand-to-hand combat
- Since it can stretch, I don't particularly worry

...Raifisetto & Rokurou & Aizen

A man's back

Condition: None

- Both of you are cool!
- Don't end up like me.....
- Don't end up like me...'....
- You don't have to become like Eisen
- You don't have to become like Kurokuro

La FiSet & Rochu & Issen

A man's back

Condition: Victory by secret technique

- Please don't make me angry anymore•••••!
- Being quick-tempered isn't good for you.
- Ah, yes.
- Let me dress up and look cool once in a while.

Q Ring of Lifeset & Magilu & Eisern

Perfect

Condition: Victory by secret technique

- Perfect victory!
- What is Perfect-chi?
- It is nearly perfect, but I will leave some challenges to avoid arrogance.
- Is it an abbreviation of something?

La FiSette & Meguru & F Eleanor

Shikigami Appraiser 2

Condition: None

- Can you understand this?
- **** ... Are you hungry?
- Correct! Then what about this?
- The grin won't stop... ?
- Are you saying this after watching every expression of Magilou...

Raifiset & Magilou & Eleanor

My posture as it is

Condition: None

- Spears are long and terrifying, aren't they
- They've grown quite a bit, though...
- It's not something that scatters a lot of paper.
- I feel like that's increasing too...

Raifisette & Aizen & Eleanor

Let's jump too

Condition: None

- A lot of paper keeps coming out. Where are you hiding it?
- Here, like here... here...
- I'm being stripped bare!

Velvet & Crows & Magilou & Aizen

It keeps going on and on.

Condition: None

- Scatter!
- They dance, just like butterflies...
- Sting like a bee.....
- Will it continue?!

Velvet & Rochu & Ma Gil Issen

Even from the Great Demon King

Condition: Victory by secret technique

- You can't escape this sword...!
- Even from the feet
- Even from the arms
- Even from my ripped hair, reach out

Velvet & La FiSet & Magilou & Eleanor

Live with randomness

Condition: None

- The decisive factor in victory is!
- Luck!
- Yeah!
- Hmm

Leyfsetsu & Rocrorou & Magilou & Issen

One heart, one body

Condition: None

- Wielding blades in both hands, won't you get hurt? Your own weapons are like your limbs. Eisern said the same thing too. No, no, don't compare us. No, no, don't compare us.
- You two are close, huh.

EXTRA

Extra

Tales of Berseria
Perfect Guide

Slaves and the World

Knowledge and power to build a unique world, and become ancestors for humans to acquire civilization—a sacred slave. Their existence has continuously brought abundance to this land since mythic times.

The Significance of the Sacred Slaves

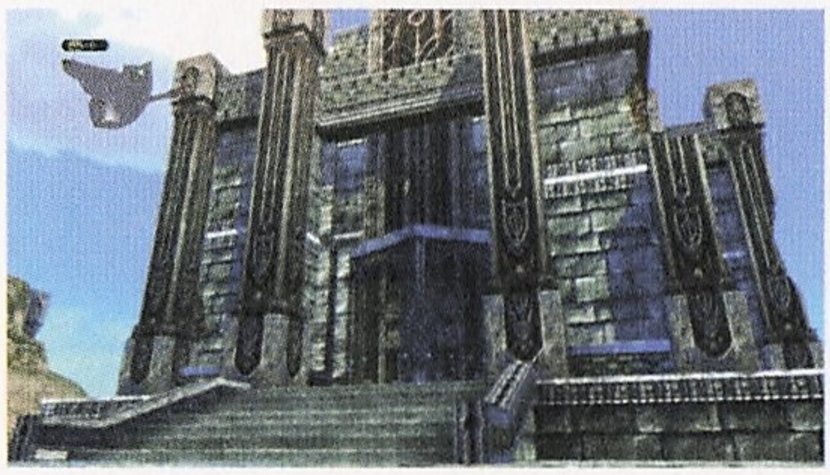
The sacred slaves, also called “non-human beings,” possess power derived from nature and can wield power as natural phenomena. They have existed on the surface long before humans began to build civilizations, shaping the world, and are believed to grant protection through prayers, forming the basis of natural worship. The era in which the involvement of sacred slaves is considered is called the “Destiny Dawn,” and is regarded as the beginning of civilization that continues to the present.

Modified Heritage

civilizations surpassing those of humans by far. Some of the technologies they left behind, such as the human displacement device “Gate of Journeys,” are still used by sacred slaves today.

Four Sacred Masters

The Four Sacred Masters govern the elemental forces—earth, water, fire, and wind—which are the roots of the world, and are also called the “Four Pillars.” In mythic times, there was unparalleled awe toward the powerful Four Sacred Masters; for example, in volcanic regions, the fire sacred master Mushi was worshipped. Primitive religions of each master permeated the cultures of regional communities and eventually spread across the continent as the Sacred Master faith in more recent times.



develop greatly.

Four Holy Lords’ names and crests

Crests	Names of the Holy Lords and Holy Lands
	Holy Lord of Fire Mushhi
	Sacred Ground: North Gando Kirarau Volcano
	Holy Lord of Water Amenochi
	Holy Site: Southgand · Temple of Palamedes
	Holy Lord of Wind Hayahino
	Sacred Ground: Unknown
	Holy Lord of Earth Umashia
	Sacred Site: Isleguard Ivorc Ruins

圣隶与天族

Saints/slaves were not originally born as life in this world; tens of thousands of years ago, they descended from the Heavens to the earthly world as a faction of the "Celestial Race." Among the Celestial Race who desired coexistence with humans, the leaders became the future Four Saints, and those who followed them to the surface called themselves Saints-slaves, meaning "those who serve the Saint." The Saints-slaves currently on earth are composed of the followers from that time and their descendants.

One of the few Celestials. Aware of the circumstances of descent and their impact, Zuihuo, who stands on the Stairway to Heaven — There is

Contract with the Holy Servant

People receive the blessing of the sacred servants through prayer, but by entering into a contract, they can intentionally control that power. Sacred Servant

The contract with the <original> is only possible for those with exceptional spiritual response power, and in ancient times the role was carried by leaders responsible for rituals and regarded as sacred. Nowadays, because the Holy Sanctuary (P342) uses the power of the sacred slaves for military purposes, many contracts are conducted among the exorcists of the demon-fighting units belonging to the Holy Sanctuary organization (→P342).

Exorcists employ Seraphim, and also. by doing so, exterminate malevolence. They manipulate their power as their own.

The True Name of the Saint Slaves

In contracts with Servitors, oaths are spoken using their true name, known as the "True Name." The True Name is the very identity of the Servitor and is never disclosed to anyone with whom there is not a strong bond of trust. Conversely, knowing the True Name means a risk of being placed under an unwanted contract. To avoid such risks, a different True Name is assigned each time the contract is transferred to a new contractor.

and the namer's sense is expressed. It is customary to name them with ancient words. The True Name represents the Seraph's personality.

Prime God and Companion God

Contracts with Seraphim can be made not only with humans but also between Seraphim. Such "Sub-Lord Contracts" (陪神契約) allow a Seraph to gain power beyond their conventional abilities by directly contracting with a Seraph possessing strong power, like a Lord. The subordinate Seraph, or Sub-Lord (陪神), receives a portion of the main Seraph's (主神) abilities and sometimes becomes a subordinate of the Main Lord.

Kanonushi's Sub-Lords.
The Sacred Lord Kanonushi, resurrected by the Abbey, commands many Seraphim as Sub-Lords and employs them as soldiers.

Seraphim and Malevolence

For Seraphim, who exist alongside the world's reason, the most fearsome thing is the emotions born from human desires and impure hearts, namely malevolence. When humans are tormented by the malevolence they themselves emit, they transform into monsters called Malevolence (→P340). Seraphim, while not generating such malevolence themselves, are fated to become dragons if exposed to it. Dragons, spoken of in ancient legends, are said to lose their ego, bare their fangs at the world, and indiscriminately attack others. Once they fall, there is no way to return to their original state, which is the situation Seraphim fear most. To prevent dragonification, providing them with a pure vessel to reside in, or having their will sealed by an Exorcist, can have some effect. However, what is most important is to gain human prayers. In other words, the source of Seraphim's power is for it to be abundant in the world.

Dragon

Those who interact with people are more susceptible to touching corruption and turning into dragons. Returning to their original form is impossible.

The Saint Servant serves to stabilize existence and protect the body, acting as a so-called sacred object. It can sometimes serve as a vessel for the body of an anti-demon warrior.

Duty and Demon Duty

The malevolent being that threatens the world and can easily take human life is the Demon of Karma. However, its tr ue nature is not that of an unknown demon, but the embodiment of another emotion born from the human heart.

Monsters born from human karma

The hearts filled with attachment, envy, and the urge to covet or hate others. Everyone bears such karma, which becomes a corrup ting factor that torments the world. Demon of Karma is a being tha t has been corrupted by these taints and transformed into a creatu re, in other words, someone consumed by the evil emotions they t hemselves created. Those who become Demons of Karma remain bound by their own karma, defying the laws of nature, gaining an u nnaturally long life, and being forced to lead an unjust existence.

Intense, it triggers Demonization. Disrup tions in spiritual power sharply pierce human emoti ons. A special eclipse known as the Scarlet Night is fierce spirit

Appearance of the Demon of Karma

When people become Demons of Karma, how their physi cal appearance is determined remains largely unknown. M uch of it is heavily influenced by the karma the person harb ors, and external factors that trigger negative emotions als o seem to play a role. As in the examples above, they tend t o take forms that humans instinctively fear or loathe, such as reptilian shapes, vengeful spirits, or beasts. This not only reflects the nature of karma but can also be seen as a liken ess of the life path they led when they were human.

Rokulou appears to be similar to a human at first glance in terms of abilities that resemble thos e of humans. Psychological state and empathy

業魔

Dayle

Like the cutting off of a lizard's tail, he was cast aside by his comrades and br anded as a war-cursed demon.

Kurogane

Originally a swordsmith, but driven by a single desire t o defeat the formidable swordsman Shigure and his sw ord Arashi, he became a war-cursed armored warrior.

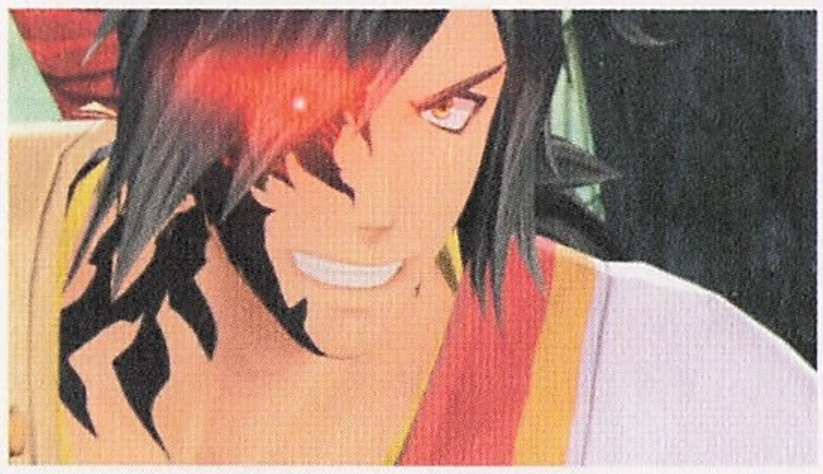
Mahina

Take away faith and turn my daughter into a demon who dev ours. From the grievance toward the Holy House, the ferocity

Beastly Demon of Manifestation appearance.

The Fate of War-Cursed

Those who become war-cursed do not lose their thi nking or judgment immediately. However, the negativ e emotions that drove them to become war-cursed gra dually surface, and many of these thought processes b ecome fleeting. Moreover, shame, subtleties of the he art, or senses represented by taste, as well as ethics, g radually fade from human-like thinking and perception , and they eventually come to live solely by instinct.



The demon of karma is the embodiment of one's own karma. In appearance Difference exists, but its essence is impulse. Nothing but desire.

The Terror of the Demon Plague

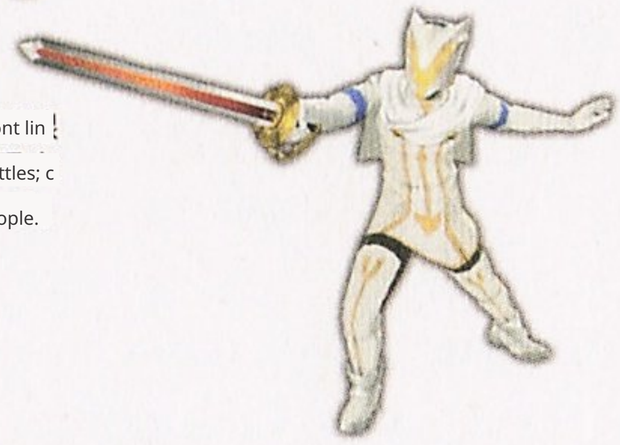
The primary reason for the fear of an expanding demon affliction is that the 羅魔 (demon) possesses an overwhelmingly long lifespan and cannot die by the same means as humans. This implies that, even if attempting to deal with the demon, ordinary humans cannot contend with it. It is only possible to vanquish the demon either by a special weapon granted by the Sacred Slaves (Seirei) that bestows anti-demon power or by a powerful anti-demon warrior (→P342) wielding weapons. The strong voice and influence of the Sacred Brotherhood organization stem precisely from this cause.

Currently, the number of anti-demon knights is exceptionnelly large in history, yet even so they cannot keep pace with the expanding damage caused by demon-works. Therefore, the measures by the anti-demon knights focus on urban centers and regions and facilities at the core of the nation, while the surrounding areas and frontier regions are neglected in reality. In villages where skeptical voices toward the Holy Academy are strong, and in so-called "Fourth-Category Management Districts" where the presence of powerful demon-works has been confirmed but left unattended, these areas are thus abandoned.

≫ The Inquisitors who hunt Demon Gods

First-class Inquisitor

Inquisitors who fight by commanding Holy Slaves. A commander-class powerhouse.



Second-class Inquisitor A soldier at the front line of the Demon God battles; currently about 3,000 people.

Commanded Holy Slaves Holy Slaves commanded by Inquisitors. Their wills are taken away and they follow blindly.

Demon Epidemic

The Holy Dormitory calls the situation in which people become Acolyte Demons “Demon Disease” and treats it as an incurable illness. The unavoidable reality that anyone can become a Demon God due to the taint created by their own mind is a truth that the public cannot endure, and is the reason for not revealing it. Therefore, restraining Demon Gods who may harm a third party is presented as

Within them, they become Demon Gods. Suffering from the overflowing taint, it is not actually a disease, but from the body

The direction is the forced confinement of patients with no possibility of recovery, and their disposal lies above the safety of unrelated people and the maintenance of public order. However, among the victims of Demon God attacks and the Demon God’s relatives, there remains a disparity in how they are treated, which continues to provoke strong opposition toward the Holy Dormitory, which maintains a consistently forcible stance.

To turn into a demon. Even priests are not exempt from corruption; impurity within one’s body can become a demon.

Days of Descent and Enmu (Demon of Wrath)

Like the Holy Servants, Indwelling Demons are not something humans can perceive easily. It was not until ten years ago on the "Day of Gate Opening" (→P342) that the demonic influence accelerated, and three years ago on the "Day of Descent" (→P342) that people’s spiritual responsiveness was heightened, that they became known to the general public. In ancient times, demons were treated as "demon possession" or "beastmen," and it was only then that people recognized them and learned of their threat.

The presence of mages and employed Holy Servants rapidly publicized the existence of Indwelling Demons, making them widely known, and thus, as a countermeasure, became symbols of hope.

countermeasures

Holy Dormitory and Demon Slayer

The Exorcists have existed in the shadows of human history. In ancient times they were regarded as prayer specialists or sorcerers, and by wielding the power of the Holy Servants through their high spiritual responsiveness, they supported the world unseen.

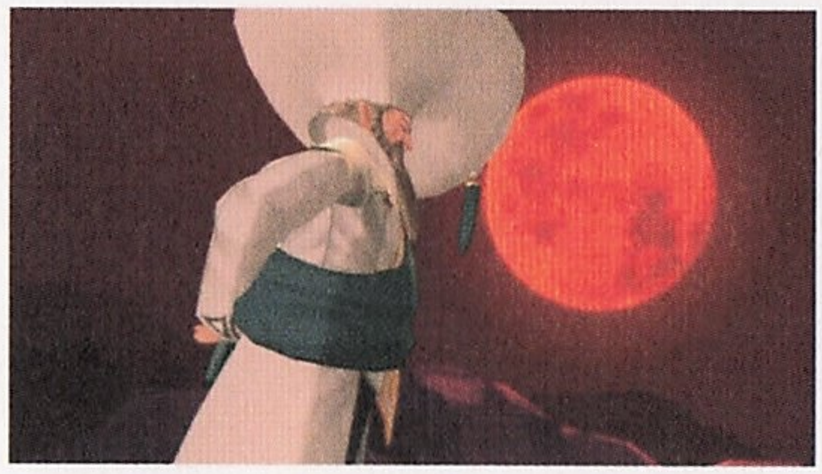
History of Exorcists

Exorcists are collectively those who drive away Indwellin g Demons by borrowing the power of Holy Servants and h alt the spread of corruption. Historically, because of their ti es to Holy Servant faith, they were often viewed as prayer priests or diviners, and their contributions are not widely understood. However, as with the first king Cradin Asguar d who unified the Kingdom of Midgand, many renowned E xorcists operated unseen and quietly protected the world.

It has left behind numerous documents. It is linked to history and the ecology of holy thralls; since ancient times, the demon-slaye rs have been concerned with the origins and history of the world.

Scarlet Night and the Demon-Slayers

Scarlet Night refers to a red lunar eclipse that occurs in a s pecial cycle. The earth and the full moon attract each other, c reating a unique magical field that enhances the spiritual po wer filling the world. It is also said to connect this world with the afterlife. Scarlet Night awakens human sins and, in partic ular, fosters the creation of demon-sorcerers. For the demon -slayers, it is a night that brings calamity, while historically it has also been treated as a day to perform special rituals.



Continuing from there, it returns again . The cycle of Scarlet Night repeats every ten years a d three years. It is said that "the gates of hell open."

Day of the Gate Opening

Ten years ago, during Scarlet Night, the eastern frontier vill age of Avar was attacked by a band of demonized raiders. The woman Serika who perished at that time later became the wif e of the foremost demon-slayer, Altrius. The child she carried i n her womb became the sacrifice at the village shrine, and uni ntentionally summoned the sealed lord Kanonushi (see page 3 46). This event disrupted the balance of spiritual power in the world, causing a rapid increase in demon-slaying incidents, an d the day came to be known as the "Day of the Gate Opening."

the sacrificed child's soul of Serika and the call to unseal the de mon lord Kanaushi,

Day of Descent

Three years ago, on the night of crimson, the Demon Hunter Alto rius sacrificed to Kanaushi again in the village of Abal, invoking its m anifestation. This awakened spiritual responsiveness in many people , exposing the existence of demon lords and relic slaves to the public , making the previously close threats feel real. Soon after, Altorius, th e Demon Hunter who repelled the demon lords, and the Demon Hun ter saints became revered, and a historical turning point known as th e "Day of Descent" emerged, altering the balance of spiritual power.

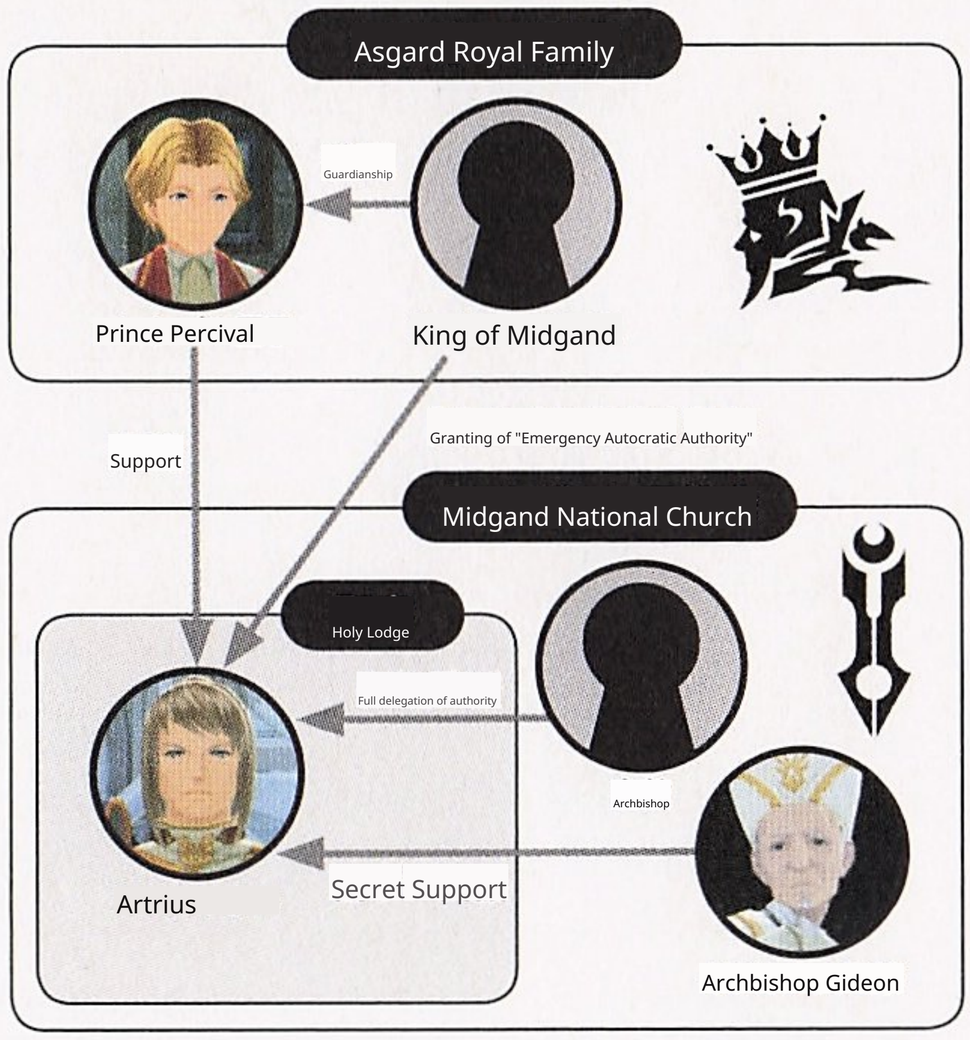
has continued to this day

At that time, many were sacrificed and sealed in the shrine of appeasement. At the request of the person, Laissette (Ryfitsutte) becomes manifested. Kanoshimu (Kanosh) manifests.

Founding of the Holy Dormitory

Since the establishment of the Midgand Kingdom 300 years ago, the Demon Hunters have long been regarded as warrior-priests and prayer masters within t he Midgand National Church. However, after the “Day of Descent,” that is, followi ng Altorius’s appearance, the importance of the Demon Hunters expanded, and t he country defined them as an independent church-affiliated organization under the name “Demon Hunter Holy Dormitory.” This marked the birth of the Holy Do rmitory. With other continents’ relations cut off, the country’s threats were basica lly only demon lords, and even the king and the church delegated most decision-making power to the Holy Dormitory. As a result, the Holy Dormitory

≫ Midgand Holy Guidance Kingdom Leadership Diagram



He has seized both politics and military power and now commands the nation.

Holding all authority. Under the current national governance, the Archon of the Holy Lodge is in charge of state affairs, and the scribe Cecil headgear on full alert

Order of the Witch-Hunters Rank

The witch-hunters of the Holy Order universally possess s piritual resonance and have the power to defeat demons. T hey are classified by rank as shown on the right, with the hie rarchy labeled and numbered from the top as S, A, and B cla sses. Furthermore, the commander class, the First Witch-Hu nter, is subdivided by ability, among which the A-01 to A-09 zero-number and A-10 to A-19 ten-number are treated as ex ceptional and play a crucial role in leading the frontlines.

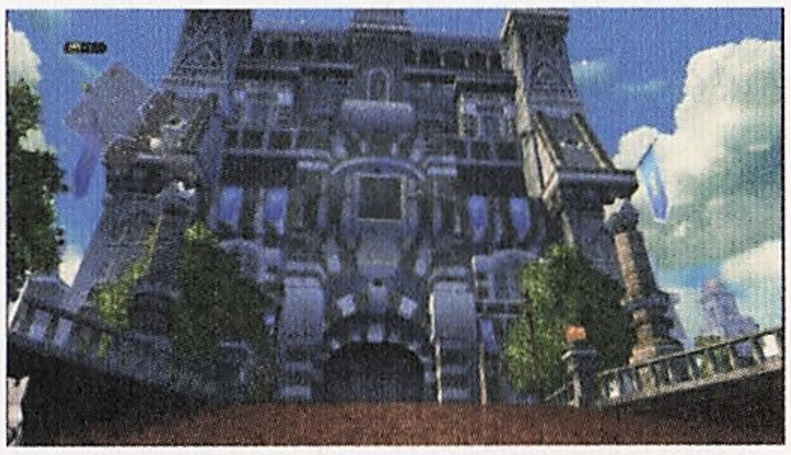
Moreover, the strength of the witch-hunters is judged not o nly by spiritual resonance but also by combat ability and leade rship. For example, Eleanor, who possesses enough spiritual r esonance to become an embodiment of Lyfiset, is a ten-numb er because, as evidenced by her relationship with Vienfu, she l acks the ability to forcibly bend the holy servitors. In other wor ds, there is a clear difference between the witch-hunters' innat e aptitude and the qualities the Holy Order demands of them.

≫ Witch-Hunter Ranks and Missions

Rank	Main Missions
Leading Witch-Hunter	Head of the Holy Guild. Bearer of the title "Master." Claudine Asgard (S-1; previous generation) Artorius Kahlbrand (S-3)
Senior Combat Mage	Tasked with assisting the chief combat mage; only those with exceptional capabilities may assume the role. Currently, two people hold the position. Melchior Mevin (S-2) Magilanical Bevin (S-4; vacant) Shigure Range(Tetsu) (S-5)
First-class Inquisitor	Approximately 100 members. In addition to leading the knights in battle as comm anders, they are dispatched to important strongholds across the kingdom as resp onsible figures, and sometimes participate in ceremonies as clergy. ■■ Zero Number (A-01 to A-09) Oscar Draconia (A-02) Teresa Linares (A-07; later downgraded to A-30) amon g others ■■ Tennumber (A-10~19) Eleanor Hume (A-18) and others
Second Class Anti-Daemon	Approximately 3000 people. Numbering is B-01~1000. Under the command of a First Class Anti-Daemon, they fight daemons on the front lines.

Transformation of Faith

The Midgand National Church, to which the Abbey also belon gs, originally taught the faith of the Four Sacred Lords. However, Artorius preached that the power of the Abbey was the gospel o f Kanonushi, and in just three years, he converted the entire kin gdom to the faith of Kanonushi, the "Fifth Sacred Lord" (→P346). While the name of Kanonushi spread due to the forced conversi on led by the state and the church, faith in the Four Sacred Lord s declined. The lack of prayers to the Malakhim became decisive.



Originally the main temple of the Sacred Lord faith transformed into a facility. The Grand Cathedral also, with Kanonushi as the main deity

Mentor Altorius

Extermination of daemons, ideological control of the populace through the Kanonushi faith, and reform of national consciousness. Art orius, who achieved various accomplishments as a Shepherd, truly intends to save humanity in his own way, having despaired of them.

The History of Altorius

The head of the Holy Orders, namely the leading exor cist Altorius, was the last disciple of the previous chief ex orcist, Clodin Asgard, who had lived for 300 years. Born with exceptionally strong spiritual responsiveness, he be gan studying under Clodin in his teens, dedicating himse lf to a return to the Saintly Faith, and to its propagation.

He engaged in evangelization and the exploration of myth ic ages, reaffirming the exorcist's mission. Although Altori us believed in the potential of people, he became despera te after losing his master and wife. Misinterpreting the "Id eal" shown by his master Clodin, he chose the path of "Cal m," restraining and discarding karma to save the world.

≫ Timeline Related to Altorius, Velvet, and Leifset

Era	Altorius Age	Velvet Age	Leifsset Age	Main Events (Sanctum/Investigation Relations)	Main events (Other)
~ 14 years ago	~18 years old	~5 years old	—	• Mentored by former top anti-demon officer Claudine; together they trave led to various places, receiving teachings as anti-demon officers	During this period, the Velvet family migrated to Avar. The Velvet parents died, and Celica became a guardi an.
13 years ago	19 years old	6 years old	1 year old	• In Rōraine, Claudine and Altorius were crushed to death • Altorius, in despair, left the Holy Dormitory and arrived at Avar; met Serika and began living as " Arthur"	—
10 years ago Day of the Gate Opening	22 years old	9 years old	4 years old	• The village was attacked by bandits, and Serika and her unborn child f ell into a shrine and died. They became a sacrifice • Partial revival of Kanonushi • Reunited with anti-demon Melchior. Altorius resolved to become an anti-demon again and quell the world	Saint Seireis and Saint Seire Lifysette reincarnated. The village of Eleanor was attacked by demons and annihilated. Magillu was excommunicated. The demon invasion continued to spread.
3 years ago Day of Descent	29 years old	16 years old	11 years old	• Lysfseth voluntarily became the sacrifice to summon Kanonushi • Resurrection of Kanonushi The Holy Dormitory effectively became the national defense organization Roclow, held in Titania within the kingdom of Midgand. became • Altorius is granted the "emergency dictatorship" by the king	Velvet was confined to the Holy Dormitory; the village • of Avar was destroyed. • Magiru is incarcerated in Titania • Aizen officially becomes vice-captain of the pirate band after manifesting
Present	32 years old	19 years old	—	• Altorius obtains the church's full authority under the "emergency dictatorship" • Altorius calls himself a "teacher"	• Velvet, Rocrow, Magiru escape from the Prison Island

Tragedy of Lowaïne

The death incident of Cloudin at the mage-warri or training facility Lowaïne remains largely unsolve d. What is known is that excavation of ruins was le d by Melchior at the time, and Cloudin broke the o ath to "kill no one" while clinging to Altorius. In real ity, he survived beyond the oath's limit and came cl ose to death, but Altorius felt a heavy responsibilit y for his master's loss and left the Holy Academy.

The Day of the Gate Opening Tragedy

The attack on the village of Abal and the sacrific e of his wife Serika and their child stemmed from villagers offering the Clan and Altorius, who were newcomers at the time, in exchange for their safe ty. After experiencing the second cruel tragedy fol lowing the loss of his master, Altorius came to dis trust people's kindness and genuine hearts, and t his provided sufficient motivation toward the paci fication of Kanonushi's manifestation and power.

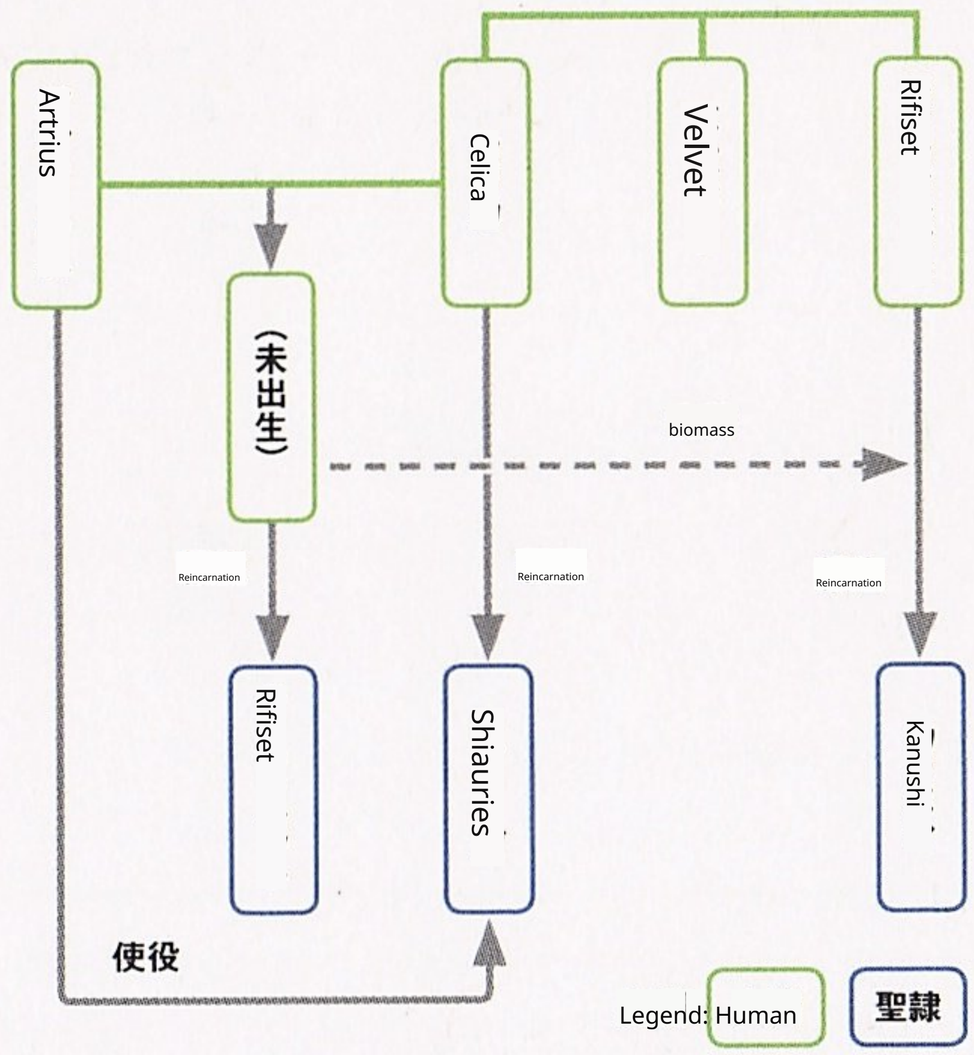
The Causality Surrounding Altrius

Artrius's wife Celica and his blood-bonded son both died on the Day of Opening, and soon after reincarnated as Holy Servants Seriaries and Raifisset. Although the details of how a person reincarnates into a Holy Servant are unclear, it is said that the residual spiritual energy and memories from the previous life are involved, and the fate that brought the two back to him as a new life bewails him. However, afterward, Artrius treated the Holy Servants within his own circle as mere pawns of the Holy Dormitory, and also the half-sisters Velvet and Raifisset, as well as Canonu, as his own.

We will be merciless in turning it into a revival item.

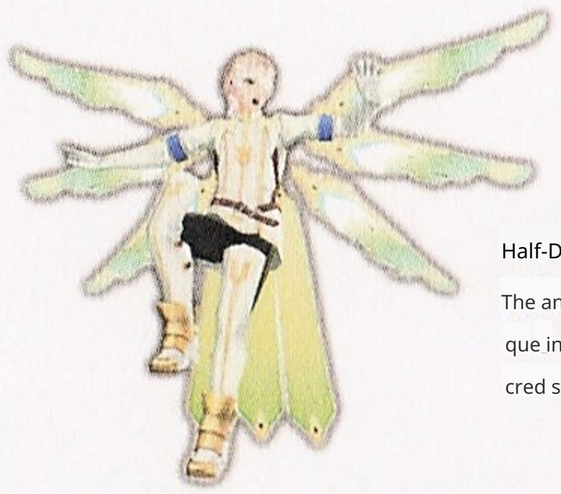
Return to the abandoned holy dormitory. From this day onward, he bore a temporary name, before his wife, he was "Arthur."

≫ Reincarnation of Altrius and his associates



Towards the Completion of Shinki

Shinki is a technique by which a devil-hunter (anti-demon) merges with a sacred slave to absorb its power and attain great strength. After Claudius's death, Merkhior and others advanced the research. The ten years since Altrius returned to the Holy Dormitory made the completion of Shinki the top priority, involving deciphering ancient texts and implementing a technique generation within the body of the sacred slave Siria's, who is the reincarnated form of his wife Serika. Simultaneously, the analysis of Lost Technology from the foreign continent brought by pirate Aifreed served as the decisive factor, leading to a provisional establishment. In the subsequent experimental phase, taking into account the sacrifice of the anti-demon Oscar, the technique was gradually deployed to other senior anti-demons. However, improving versatility and stability proved extremely difficult, and many anti-demons perished from self-destruct spells.

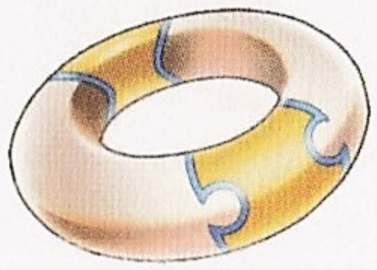


Half-Divine Slave Oscar

The anti-demon Oscar who acquired the technique in the test phase. There is a risk that the sacred slave may dragonize in an instant.

Sorcerer Ring

The crystallization of Shinki technique built inside Siria. Official name: Sorcerering Brynhildr (Sorcerer Ring Brynhild).

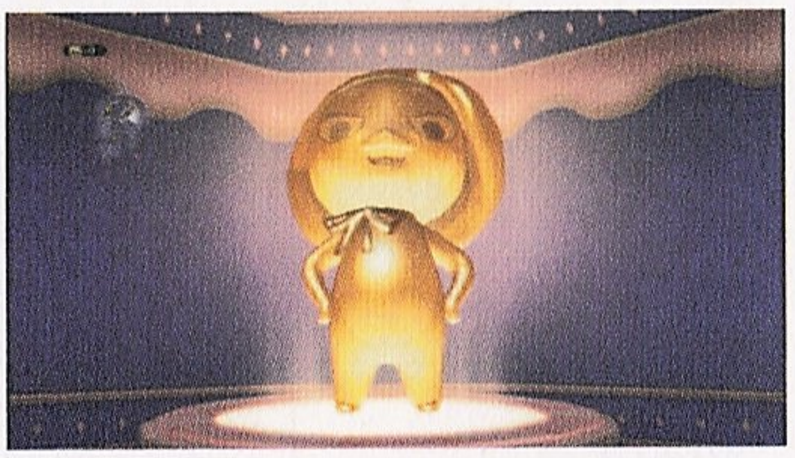


神依対 Magician

Utilizing tactics that vary with the attributes of the Shinki sacred slave, but dragonization cannot be avoided and soon self-destructs.

Begetter of Beginnings, Sigfried

The history of salvation and inquiry by the masters of mentors and sacred thralls originates from Siegfried, who is referred to as the "First Emergent Master," and his contracted sacred thrall Brynhildr. Although the footsteps of the Emergent Masters, who later became Demon-Slaying Knights, are unclear, the two names afterward became the sources of extraordinary technology, such as Siegfried's control of spiritual power and the sorcerer ring of sacred technology and Brynhildr, among others.



Travel companion Norumi

The Miyabi of the Nagan tribe, as a hero of the clan's lore

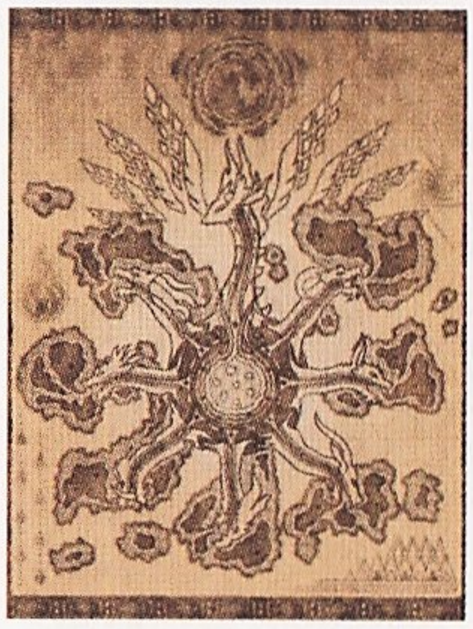
Kanonushi and Demon Eaters

"The Holy Lord with a Proscribed Name" and the fifth Holy Lord Kanonushi, signified by the name of the "Eight-Headed Dragon." The outsiders Holy Lord who appears at historical turning points reveals the karma humans bear toward the world.

What is Kanonushi

The Holy Lords, long worshipped, are four elemental lords: Earth, Water, Fire, and Wind. Kanonushi is an outsider Holy Lord not counted among these four, sealed in peacetime and buried in history for a long time. While the Four Holy Lords govern natural phenomena, Kanonushi's power lies in the human heart. Its role is especially to quell the taint created by humans, freeing one from karma by seizing emotions, and preventing earthly destruction caused by the brink of karma. This "calming" not only affects the human mind but also human endeavors, and ultimately even history itself, destroying and resetting them, hence it is forbidden and thus called the "Holy Lord with a Proscribed Name."

Kanoshwise Legend Allegory



Kanonushi is likened to the Eight-Headed Dragon, with each head dying only to be reborn again.

Sealing and Resurrection

Kanonushi's resurrection occurs once every few millennia, on the day of a lunar eclipse that induces special powers, known as the "Crimson Night." After several past resurrections, it was sealed in the "Shrine of Pacification" in Abal Village. However, Artorius performed a ritual, manifesting it three years ago on the Crimson Night, using his younger brother-in-law, Laphicet, as a sacrifice. The trigger for the resurrection is an increase in malevolence, but it always requires a sacrifice, and it is essential to offer "two pure souls." For the resurrection on the "Day of Advent," since Celica's child coincidentally served as a sacrifice seven years prior, Laphicet, his younger brother-in-law, was designated as the other soul.

The Pacification Shrine is a sealed mound disguised in the style of a foreign continent, 800 years ago's Clow
Although it is believed to be from the Zudo Dark Era, no one knew its true identity.

The History Erased by Kanonushi

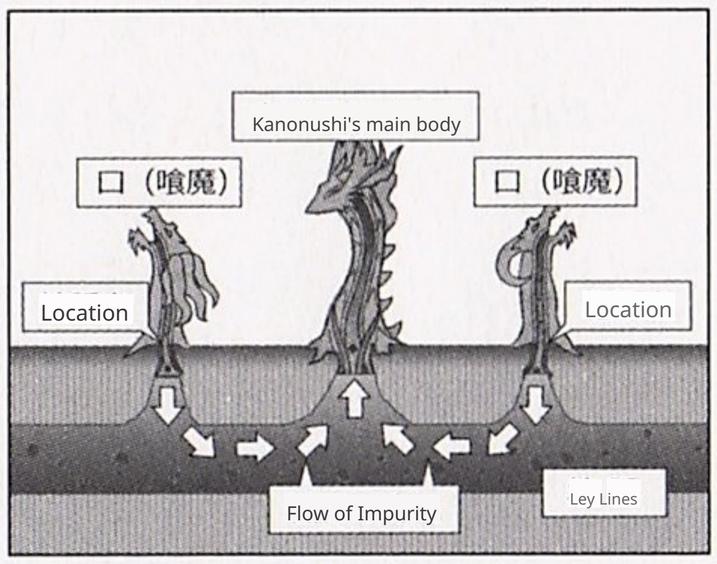
What is known as current history dates back approximately 2300 years to the semi-mythical age of human and Seraphim civilization. However, at critical junctures, the pacification of Kanonushi occurred, and each time, history was severed. Furthermore, Kanonushi's forced intervention caused tens of thousands of years to be mistaken for only a few hundred years, and there is a possibility that historical perception itself, from the period of "Avarost's Tuning" to the "Closed Dark" era, has been distorted.

However, its actual construction date is unknown. The Lionel Island Ancient Kingdom Ruins are considered the oldest among existing structures.

Devouring Demon's Role

Kanonushi, depicted in ancient documents as the "Eight-headed Dragon," or a dragon with eight heads, possesses seven "Kuuma" mouths for a single main body. The role of Kuuma, a type of Gouma, is to consume Gouma and supply the absorbed defilement to the main body. The Seiryo, who manifested Kanonushi, in an attempt to make this ecosystem function with maximum efficiency, placed the Kuuma at leyline points where the earth's energy flows. And by means of supplying it to Kanonushi through the leylines, they sought to swiftly achieve its complete revival.

≫ Kanonushi and Kuuma



The sin that the Eater-devil consumed, sin of the demon, is sent through the Ley Lines to the main body of the Kanonushi.

The Birth and Rebirth of the Eater-devil

The Eater-devil, which has seven mouths, is a being granted power by the Kanonushi. When devoured by the living body, the dragon of light, it becomes a part of it and is said to be in a state of having been granted power. It is also said in the legend that only up to seven can exist at the same time, and it will not increase beyond that. Furthermore, the legend notes that they “sprout.”

In order to do so, when any one of them dies, a new candidate is selected, and the next Eater-devil is born; however, there are exceptional cases where another person fuses with the Eater-devil. Note that the suitability conditions for becoming an Eater-devil are extremely特殊 (very special), and obtaining a candidate is not easy.

Eight Qualities (Shichi)

To achieve a complete revival, the manifested Kanonushi requires “eight qualities (shichi).” This is the embodiment of human karma that the Eater-devil harbors, and by absorbing eight kinds of emotions from seven Eater-devils, it becomes the power of revival. Also, to become an Eater-devil, it is crucial to have a heart that purely responds to each of the impurities’ “qualities,” and acquiring those qualities took three years even with the power of the Holy Sanctuary.

A person who is a close confidant to Ju-r who harbors contradictory traits

Things such as that become suitable for the chosen one.

≫ Eight Qualities and Their Properties

Loathing	Name	Velvet		Pride	Name: Medisa; Location of the Barrier: Foldis Ruins; Nature of Quality: Enthusiasm for Ideals and Repentance	
	Location of the Barrier	Prison Island Titania				
	Nature of Quality	Hatred for Elder Brother				
Escapism	Name	Griffin		執着	Name: Orthros; Location of the Barrier: The Shrine of Calm; Nature of Quality: Love and Obsession for the Late Master	
	Location of the Barrier	Rogress Palace				
	Nature of Quality	Escape from the Enclosed World				
Egoism	Name	Glossa Agit		Lust	Name: Terrisa; Location of the Barrier: Veilwood Marsh; Nature of Quality: Excessive affection for one's illegitimate younger brother	
	Location of the Barrier	Waugh Forest				
	Nature of Quality	Embodiment of Wealth and Self-Esteem				
Greed	Name	Moana		Color Despair	Name: Artrius; Location of the Barrier: —; Nature of Quality: Despair toward people	
	Location of the Barrier	Sanctuary Palamides				
	Nature of Quality	Mother's Life and Will to Survive				

Examination: The World of Calamities and Demon-Slaying Knights

Belbet, who became the embodiment of disaster, and the exorcist who is the world's savior. The feelings each o f them harbors come to the surface when glimpsing the history etched into the world they tried to protect.

Consideration 1: The appearance of Kanonushi in the past and the sacrifices

Before Raifiset's core-driven revival this time, w hen and how did Kanonushi exist? With their own will or instinct, Kanonushi, as a "regulator" that de vours corruption to prevent the world's annihilatio n, possesses an inherently spontaneous essence al igned with their role, yet their tendency to deman d sacrifices also hints at human involvement. Since the mythic era of the Beginning, after the "Destiny Dawn," there were multiple resurrections, and in a t least the previous revival, as in this one, renewal was accomplished with the two "pure souls."

It can be said to be the work of せて humanity. Hoping for calm, in itself, is w hat revives the Kanooshi that steals the heart.

Consideration 2: The ancient "Exorcists" and the old National Church's "Exorcists"

The Exorcists, who wield power through a contract wit h the Holy Slaves, have existed behind history in various f orms since semi-mythical times. However, at least for the past several hundred years, in the Old Church of Midgan d, the "Exorcists" were merely positioned as prayer leader s, and there was nobody who could truly command Holy Slaves. Until the miracle of the "Day of Descent," to comm on people the Exorcist was nothing more than a fairy tale.

The people's trust also changed greatly. With the nation turning into an org anized state centered on rulers, Exorcists no longer perceived salvation as a real thing, and t he presence of the Kanonushi, which was an alien essence, was recognized in literature.

Consideration 3: Claudine's "Ideal" and the Holy Sovereign Contract

Claudine firmly believed in the ideal of "reasoning beyond rat ionality, and wishing for it" throughout her life, and she longed f or coexistence between humans and Holy Slaves. Therefore, her career as an Exorcist was devoted to praying to Holy Slaves and preaching protection. Yet as faith waned and the world where t he Holy Sovereigns slept began to falter, even with her power, t he contract with the Sovereigns that could bridge coexistence w as limited to two pillars. The ideal of entrusting the future to hu man hearts—"What lies beyond reason is still a human; to transc end it is also human"—was frustrated by human nature.

Even so, he knew the existence of the Kanonushi from the studies in the literature, and the external difference was discovered.

Investigation 4: Altrius and the Saint Lord Contract

For Altrius, who regards Cledin as his master, his true ideal was indeed a coexistence world through the Saint Lord Contra ct. However, the Four Saint Lords have already fallen asleep, a nd what he can rely on are only the ones his master and Melki or were deciphering—the Canonus. The Saint Lord Power Non omi, which appears in a world without prayer, is the being tha t governs the end and renewal, and it became the embodime nt of reason for Altrius, who had witnessed human sorrows.

He saw it as a just salvation. For those who have lost prayer, it is a relief, and it becomes the revival and pacification of Canonus, with the p ower to indwell the canons whose existence was revered as divine.

Thought 5: Altrius's Vow and Payoff

What Altrius did to control Canonus was to vo w to "strongly seal my own despair" until the day of realizing the ideal. To obtain this "payoff," he s wore to "sacrifice his beloved younger sister and younger brother." Because he cherished Velvet a nd Raifiset from the bottom of his heart as family , a vow that surpassed reason came true, turning him into a cold savior.

The great sacrifice sealed by the contrac t—Canonus' ultimate sacrifice—was the source of despair that could be sealed and restrained.

Thought 6: Velvet's Hatred and Despair

Velvet discovers the hidden truth behind Canushi's resurre ction, realizes that her act of revenge was meaningless, and is driven to the brink of "despair." At this moment, she confronts a phantom that embodies hatred from within and gives birth to a yokai of malevolent power that rivals the quality of other f iends, while also hinting at her own death as an avatar of hatr ed. This struggle is both a psychological conflict for her and a n attempt to resolve the Canushi legend stating that tainted fi ends will eventually despair, i.e., the paradox that "seven fiend s carry eight karmas." It is a confrontation born from her own emergence to seek an answer to that contradiction.

Chimera

"Escape" Gryphon and t he "Obsession" Orthro s

Velvet is confronted with the fa ct that she is "hated" and with t he mortal fate she must meet, pushing toward "despair."

Examination 7: Magilou and the "Herald of the Carved Tales"

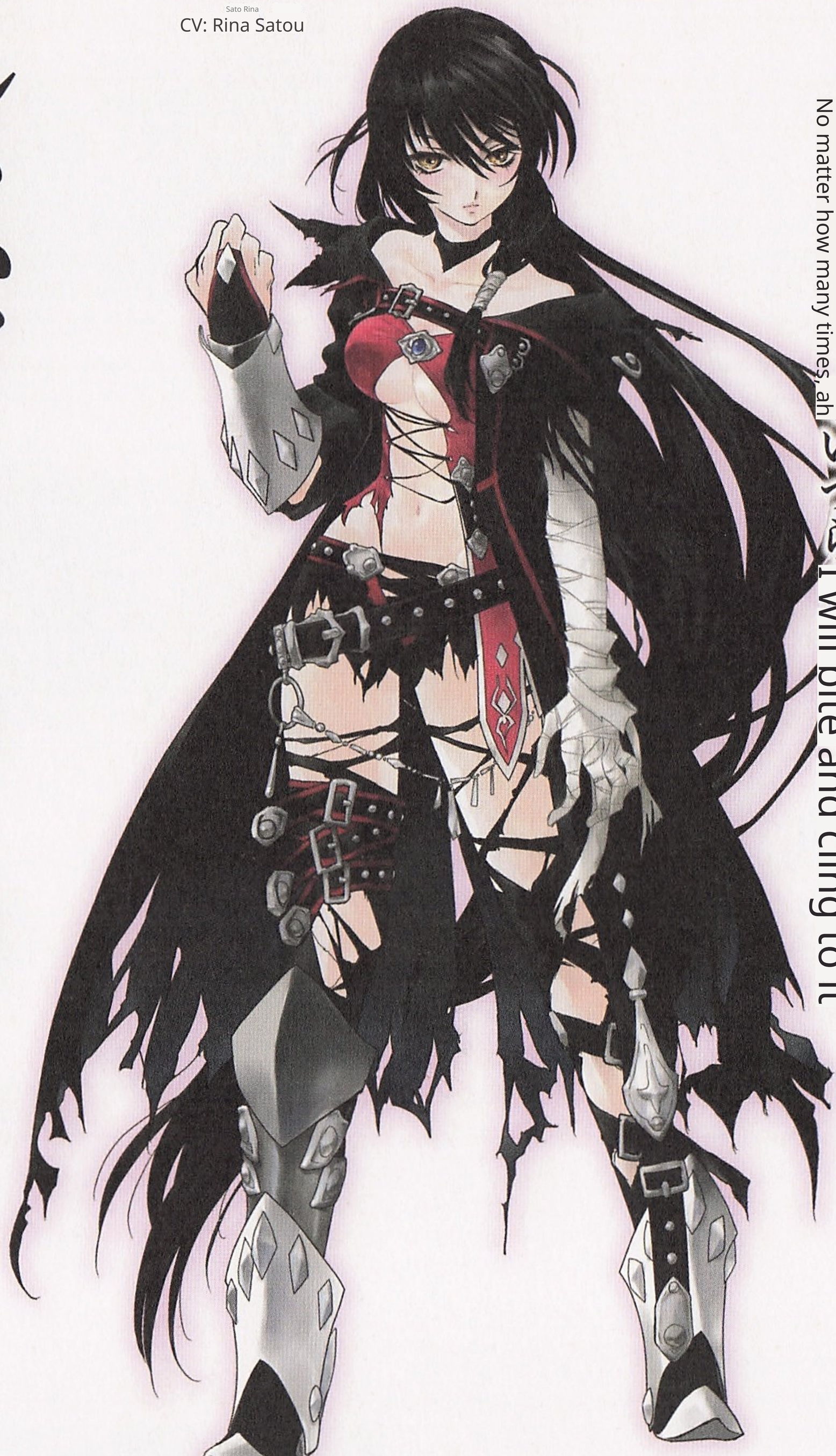
Having parted from Melchior, who was both adoptive f ather and master, Magilou, who witnessed the deaths of he and Altorius, becomes, in legend, the first "Teller of Car ved Tales" and assumes the name "Keeper of the Farewell ," to pass on the course of the world. In later lore of the st orytellers, it is told that the first one committed a taboo, b ut this is believed to reflect the oral tradition that she "ser ved the Herald of Calamity and killed the instructor."

Decide to also call myself Mëville (Meivin). Taking t he Vin surname, I am a descendant of the later li ne, though not of Merquial's bloodline, but me.

ベルベット・クロウ

Velvet Crowe

Sato Rina
CV: Rina Satou



「I won't give up.」

No matter how many times, ah, I will bite and cling to it

One girl who relentlessly pursues her brother-turned-stepsister Altarius, driven solely by the desire for vengeance for her younger brother's death. She suppresses her naturally kind and affectionate feelings, sustaining herself through hatred.

The left hand devours the demon of karma and absorbs its power, becoming the "Demon Hand." A journey driven by passion pushes forth, turning the entire world into enemies, and eventually you will be known as the "Manifestation of Calamity."

Gender: Female Race: Demon-eater Age: 19 Height: 170 cm Weapon: Piercing blade Combat style: Pike and swordfighter First person pronoun: atashi

■ Status Illustration

■ Secret Techniques Cut-in

Lethal Pain

"A wound that won't disappear! Carve it into your end!"

"Lethal Pain!!"

System
Scenario
Sub event
DATA
EXTRA

■Face Pattern

“I’ll do as I please.”

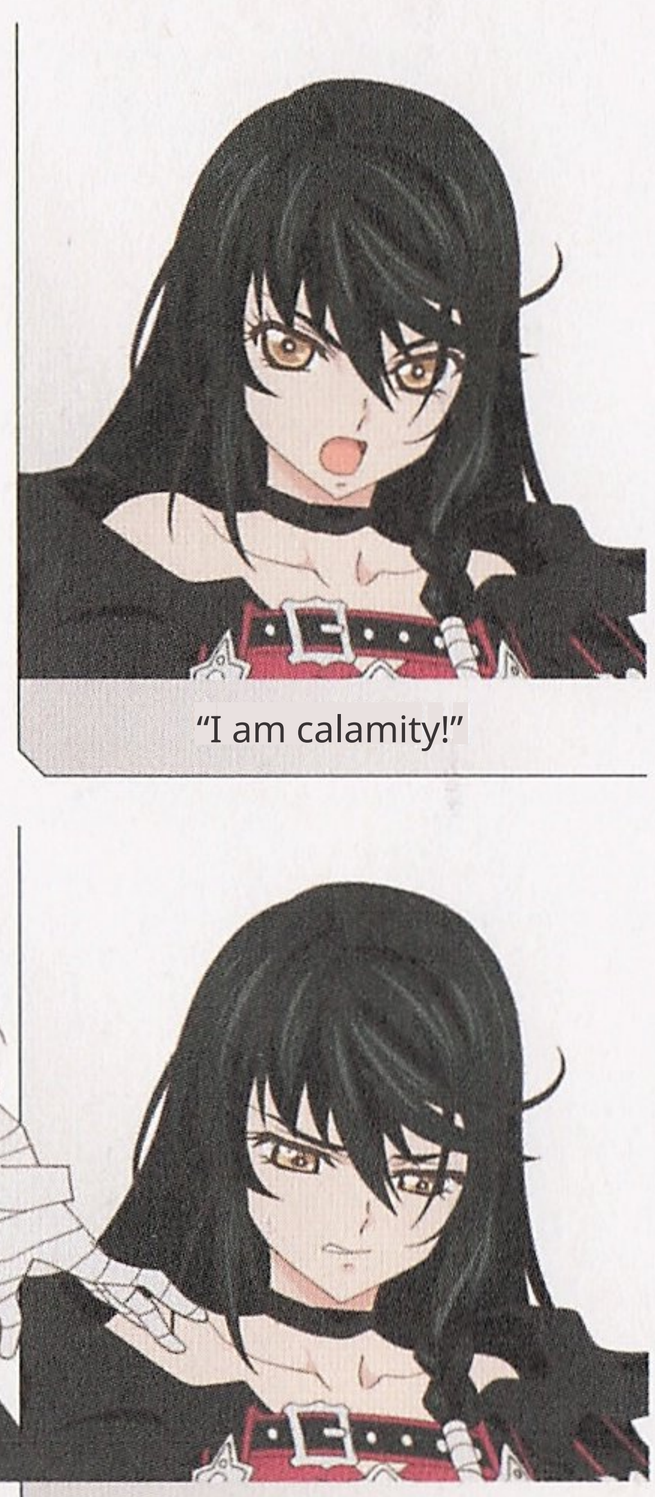
“That girl wanted it.”

“I said I would use you.”

“You’re different, aren’t you?”

“No... it’s not like that.”

“Huh....”



“I am calamity!”

「ふうん……」

“It’s not like that at all...”

“Enough already.”

“Trap, you know.”

“Something seems off.”

“Yeah, a good flavor.”

“Is there a technique like that?”

“Isn’t that fine?”

“I know what you mean!”

“Do as you like.”

“Princessesia's flower...”

“Leave me alone.”

“Not really!”

“What does this mean...?”

“Serika-neechan's dream ……”

■ Face pattern

“Niko……!”

“I'm glad…….”

“Just being alive is enough…!”

“Uri Boa stew!”

“Watch me!”

“It’s just something small.”

“So?”

“Isn’t it interesting?”

“…I wonder.”

“You’re saying something strange.”

“Dove?!”

Velvet

19 years old, height 170 cm

Right-handed

② Behind

Center clothing

◎ Eye Highlight

Color tracing

Velvet

Dorsum of the hand

Palm

Face Pattern

Village Girl Velvet

“Be a good girl and wait.”

“I am Arthur’s younger brother’s disciple.”

“Combat Training Part One (1)!”

“Rafi!”

“What’s wrong!? / What happened?”

「うん……」

“That’s right.”

“Oh no...! / I messed up...!”

“.....What does this mean?”

“We got a lot!”

“You must eat properly!”

“I’ll pull out the spinach for you.”

“Promise.”

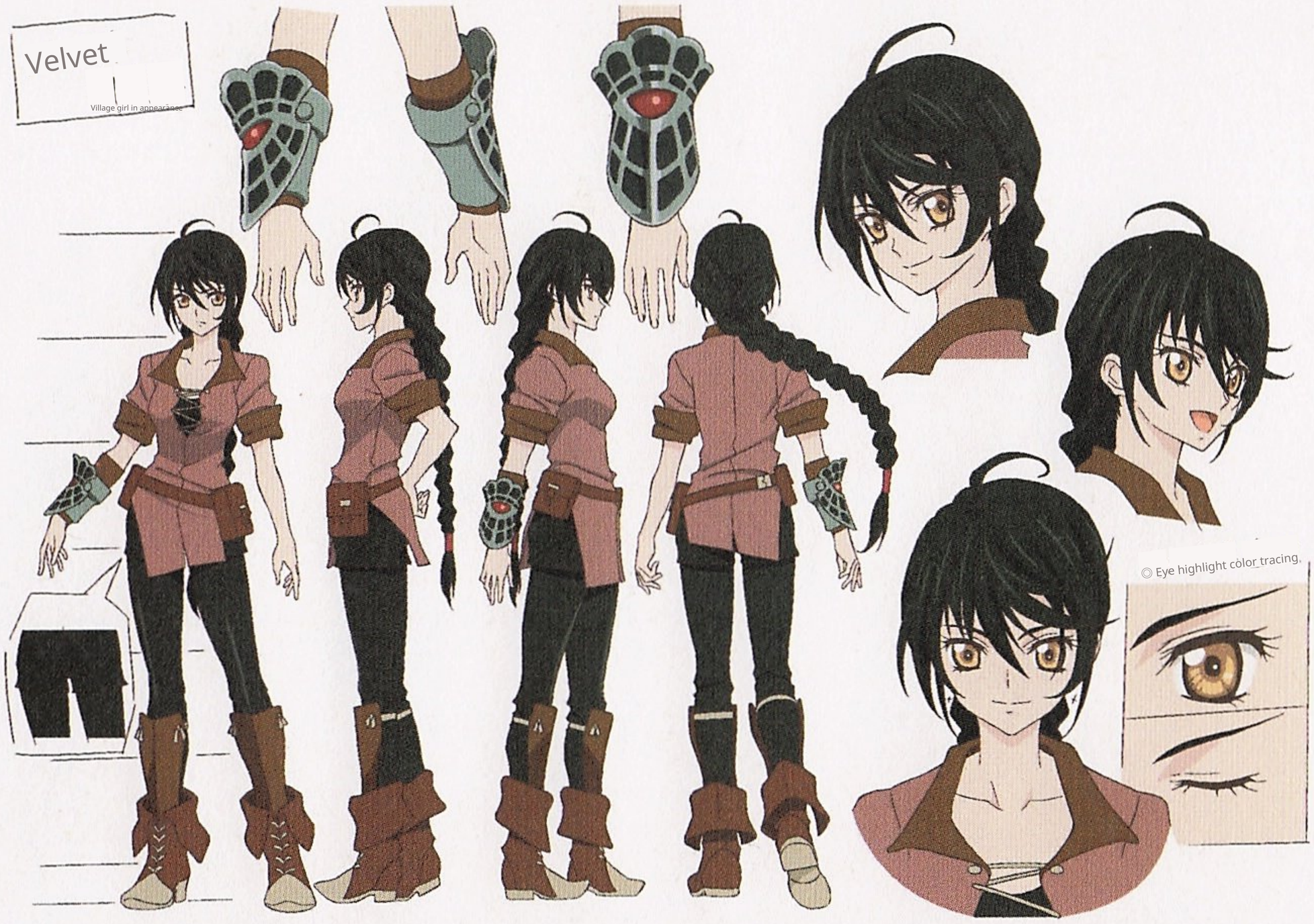
Prisoner Velvet

“You can tell just by looking.”

“This comb……”

“••••••Why!!”

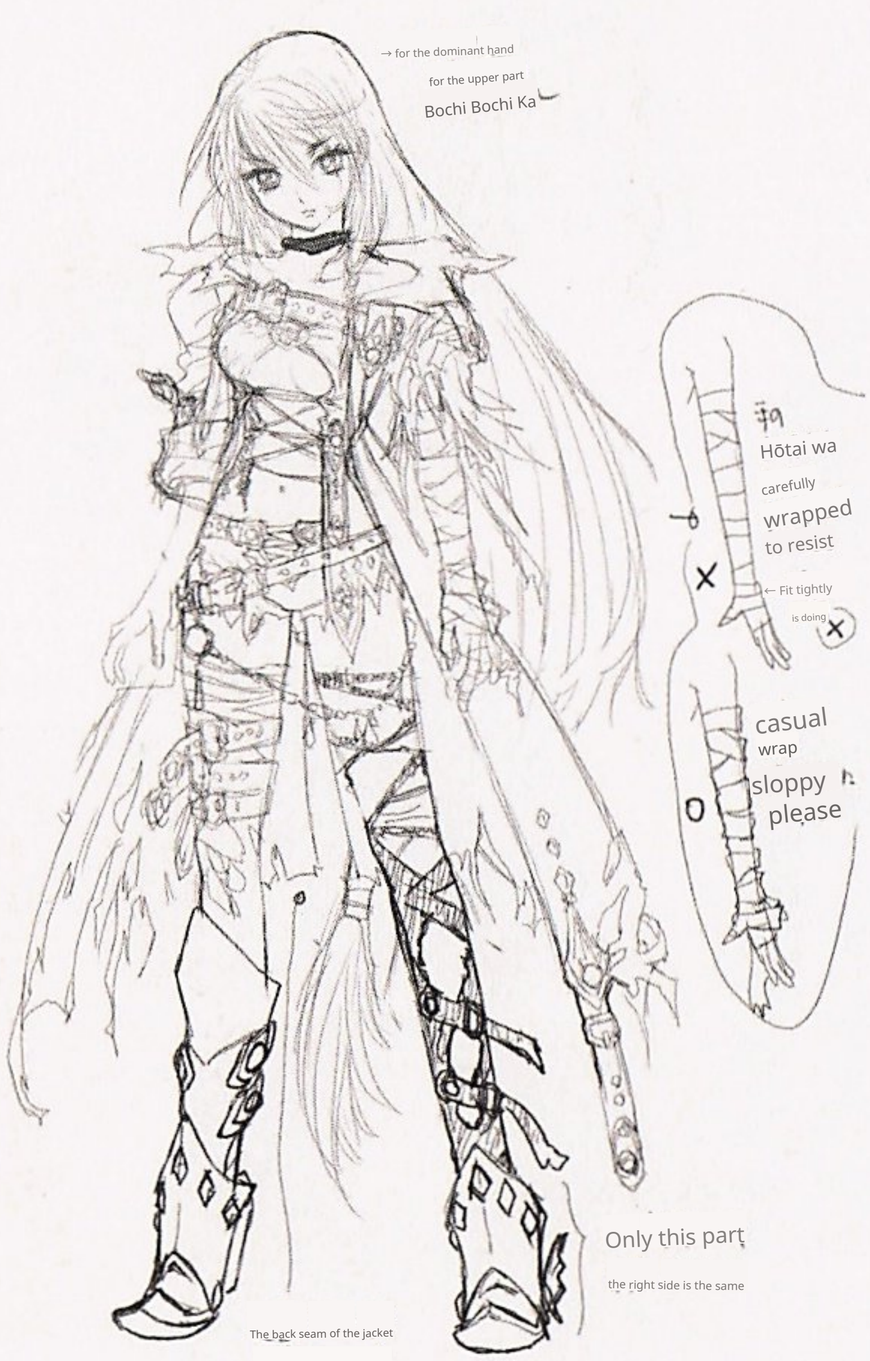
■ Animation storyboard



Character design sheet

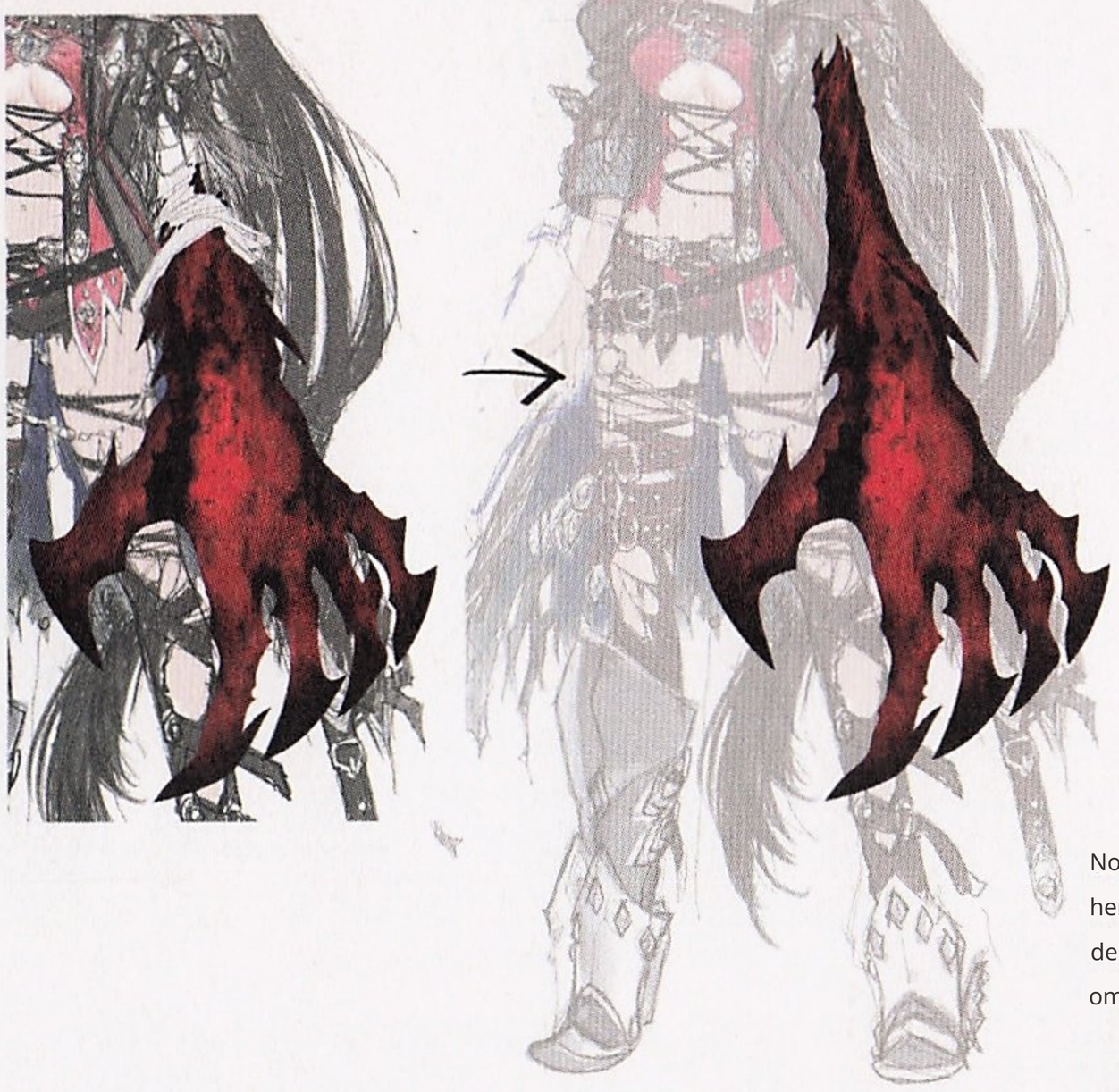
Second view

Design Details



◆ Demon-touched Hand

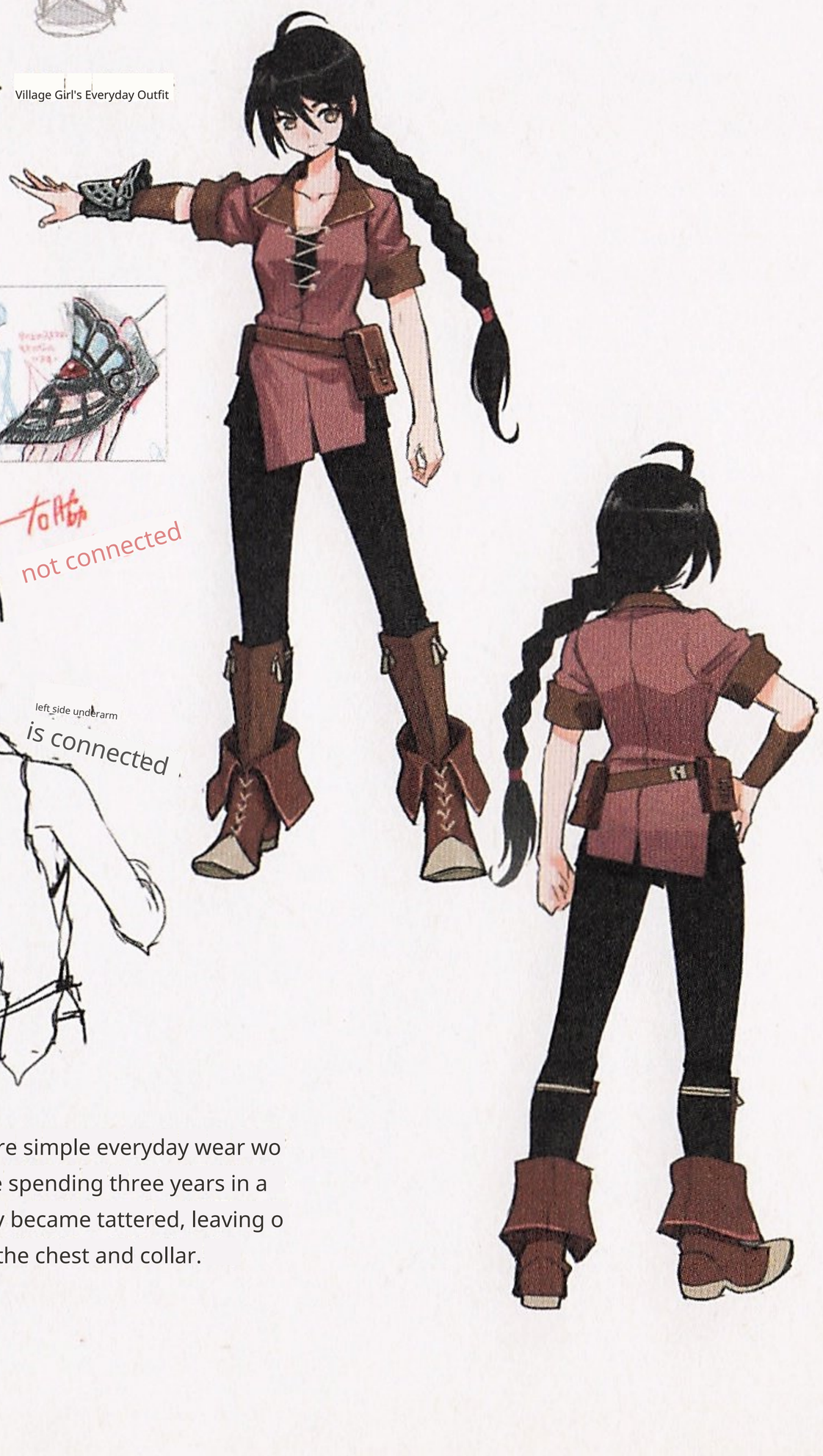
Bandage On



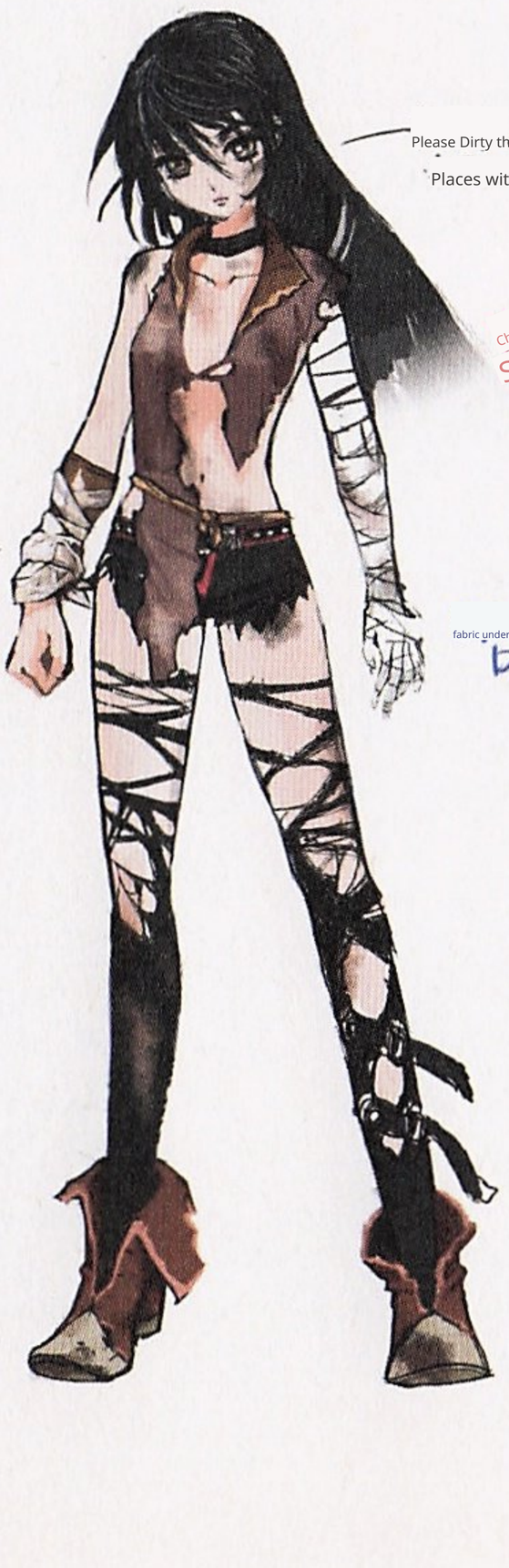
Bandage Off

Normally, a demon-hand hidden beneath the bandages. When power is unleashed, it enlarges, and its palm opens wide like a mouth, then it grabs and devours the opponent. Compared to Bell Bet's body, one can feel its sheer size.

▶ Village Girl's Everyday Outfit



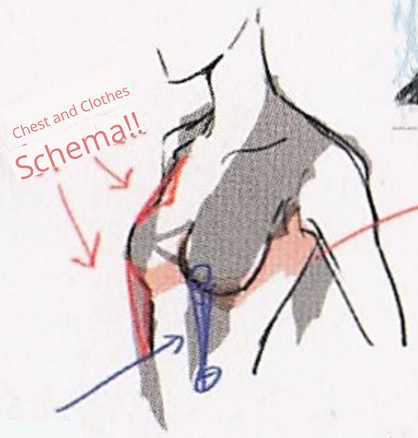
▶ Attire While Confined



From Rags
Blade→

Please Dirty the Face a Little Too

Places with Little Movement



fabric under the chest
DB

The original clothes were simple everyday wear worn in Avall Village. While spending three years in a Titania private cell, they became tattered, leaving only a few parts around the chest and collar.

Velvet, Those Loved by Calamity

SYSTEM

EXTRA

Later, in the night known as the Crimson Night, an event that would come to be called "the Day of Descent," Velvet experiences a second loss. The first happened ten years ago, on the night when her elder sister Serika and the child in her womb were sacrificed to bandits. The sky turned a vivid crimson, so red that it seemed to erase the color of blood, and even the moon took on a eerie hue. And now, among the only three family members left, Velvet's younger brother Laifusetto is pierced through the chest by his brother-in-law Altrius and becomes a ritual offering. The flames of hatred and vengeance burn her conscience, transforming her into a “Gourma,” a demon that devours curses to survive.

Gouma Seirei Taima shi

“Gourma, the Sacred Slave, and the Anti-Demon Warrior will devour them all

Akka Kuumă

Worst of all! A “Gourma”!!”

Velvet, who escaped from the dark solitary cell where she spent three years, mercilessly slashes and violently subdues anything that blocks her path, be it a Daemon or an Exorcist, storming forward in pursuit of Artorius, her brother's enemy. Abandoning her past as an innocent village girl, she exploits everything she can to the bone. Yet, for some reason, she gives the same name as her deceased brother to a young Malak (聖隷) whose sole reason for existence is "utility value" and who is merely a "tool." Even before the harsh words she spoke have dried on her tongue, she pities him and offers a few kind words. While bewildered by this contradiction herself, "Laphicet" - "Phi" nonetheless stirred the familial love that once resided within Velvet's heart.

Compatibility とく い み

"It's your nickname. There's no particular meaning to it."

No, but you are you, and that's why.

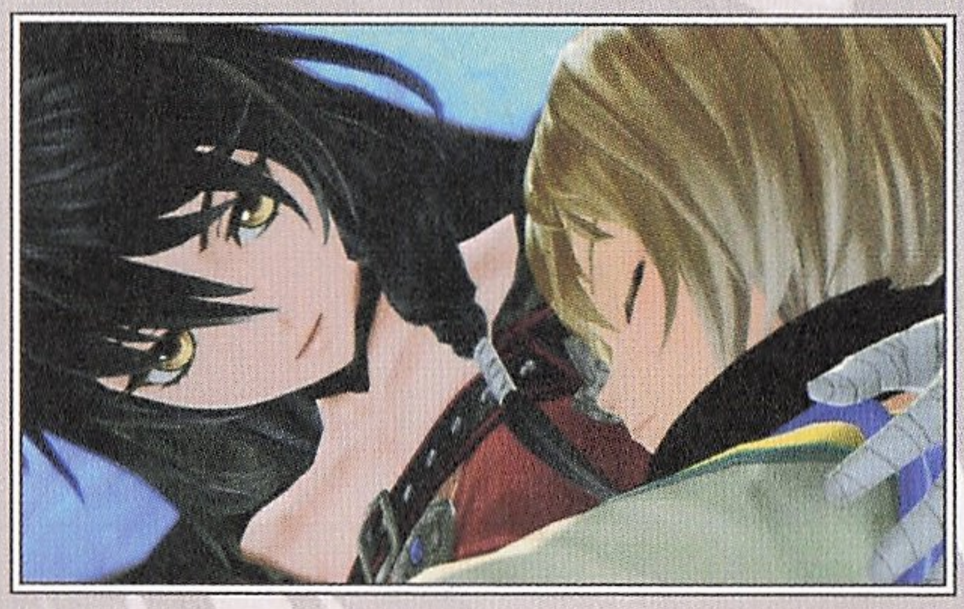
—Unable to strike back even once, easily repelled, and covered in wounds, her journey was solely to defeat Artorius, fighting until her mere 19-year-old body was worn out. She shook off even the sweet yet cruel illusion of her happy past, shown by Special Exorcist Melchior, and blindly pressed on to prevent the revival of Kanonushi, the Sacred Lord of the Abhorred Name. However, in a fierce battle with the exorcists Oscar and Theresa who stood in her way, Velvet lost control of her power and ultimately killed them both. A brother who cared for his sister, and a sister who sacrificed her life for her brother. Standing frozen before their corpses, she was just like Artorius that night, who killed her family without a change in expression.

Female

"I did the same thing as Artorius."

あ When め Front Younger Brother

My younger brother... right before Teresa's eyes.

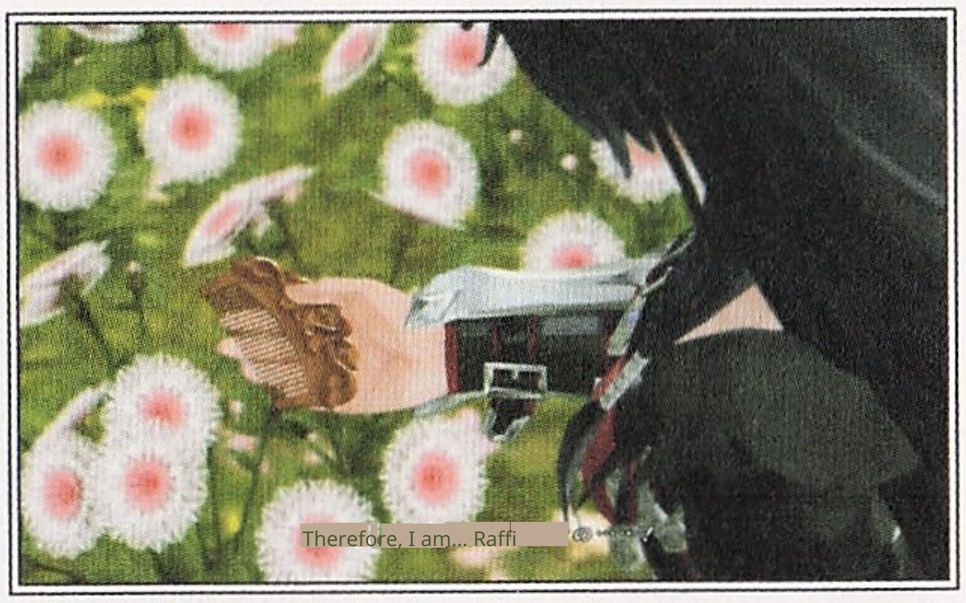


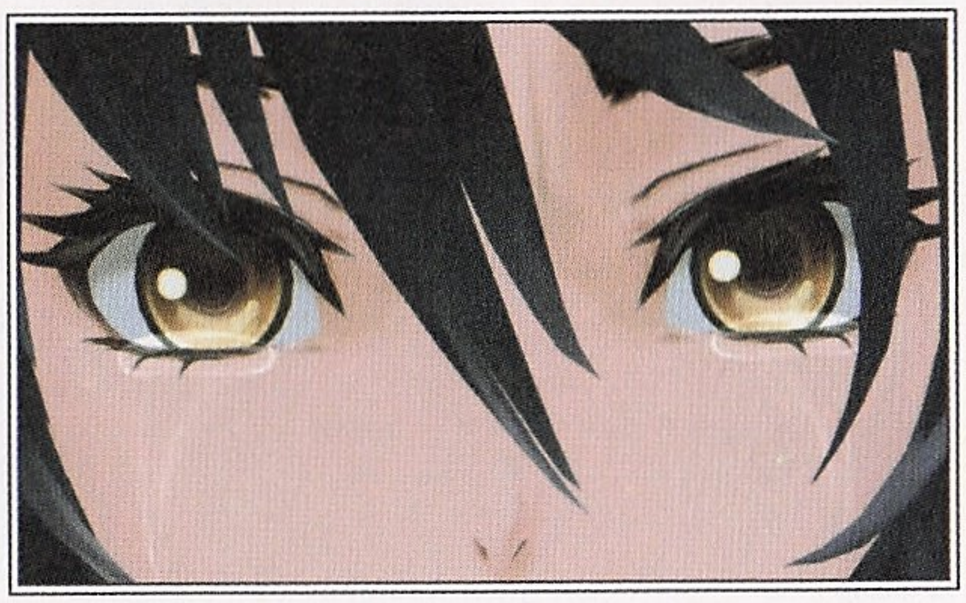
Velvet's faith story

Despite mourning the sins, Velvet could hold herself toget her because she believed that vengeance would become a fu neral rite. But when the Archlord Kanonushi finally appeared, she was speechless. It turned out to be her own younger br other Raifest, who three years ago had been sacrificed and r eincarnated as the “Archlord of Quelling.” She had willingly b ecome a sacrifice to support her adoptive brother Artrius. Vel vet, who knew nothing and spread disaster, was the ugly stai n. Told so by her beloved brother, Velvet lowered her head, r ealizing that vengeance had been a meaningless slaughter. T ears filled her eyes, and with them, the last shard of Kanonus hi’s revival, the "Despair," seemed ready to spill as well.

I have caused everyone meaningless suffering

...I have tormented them... I am a 66 Monster.”





However, another Raifest—the聖隷 Fee who became a dear comrade—rescued her from the abyss of nothingnes s. There were words of reassurance that suited his young f ace, an unyielding will that never wavered, and a deep, str ong affection transmitted from his small hands. Bolstered by such bonds, Velvet resolved to become the “Harbinger of Disaster” who would defeat the “Guide who saves the w orld.” In truth, Artrius was also a beloved family member. On that day of despair, she did not want to lose anyone. T hat is why she cut ties with the man who had looked beyo nd people’s feelings. A world that lives with the burden of l oving someone and crying for a precious person.

“Birds merely fly in the sky because they want to fly!!”

ライトセイバー

Laphicet

Aka Akira Azumi
CV: Azusa Asakura

"I'm the one who decided to go together."
Velvet asked what to do

The young boy has been kept as a tool by the witch-hunter organization "Holy Dormitory," forced to serve. His emotions have been suppressed, and he knew no other way of living than to follow orders, until his encounter with Velvet began to awaken him.

Realize the meaning of having a will. The attitude of faithfully admiring Velvet and facing it earnestly will support the woman driven by revenge, and will also become an irreplaceable aid to a line.

Gender: Male Race: Holy Slave Age: 10 Height: 142 cm Weapon: Paper Leaf Combat Type: Holy Slave Mage First Person: I

■Status Illustration

■Secret Techniques Cut-in

Bind Order

"To those who are my enemies

Bring order!"

Bind Order!!

■ Face pattern

“My name is.....:.”

“Thank you, Eisen!”

「I am me, you know」

“Mabo Curry?”

“No!”

“It’ll be okay, Moana.”

“It’s embarrassing.....”

“Yeah!!”

“Because....”

“Because Velvet said so.”

“Sigh...”

“Hmm...”

“Oh, right!”

“Really...?”

“Eeeeek!”

“Taking a bath is impossible, even for me...”

“What’s happened...?”

“Hey! Velvet, wait a minute!”

“It’s a stag beetle!”

“Why are you saying something like that!”

“Because I don’t know!”

■Face Pattern

“I'm glad.....”

“What does that mean?”

“Quit it!”

“Something feels strange?”

“Wha... what do you mean.....”

“Ahahaha!”

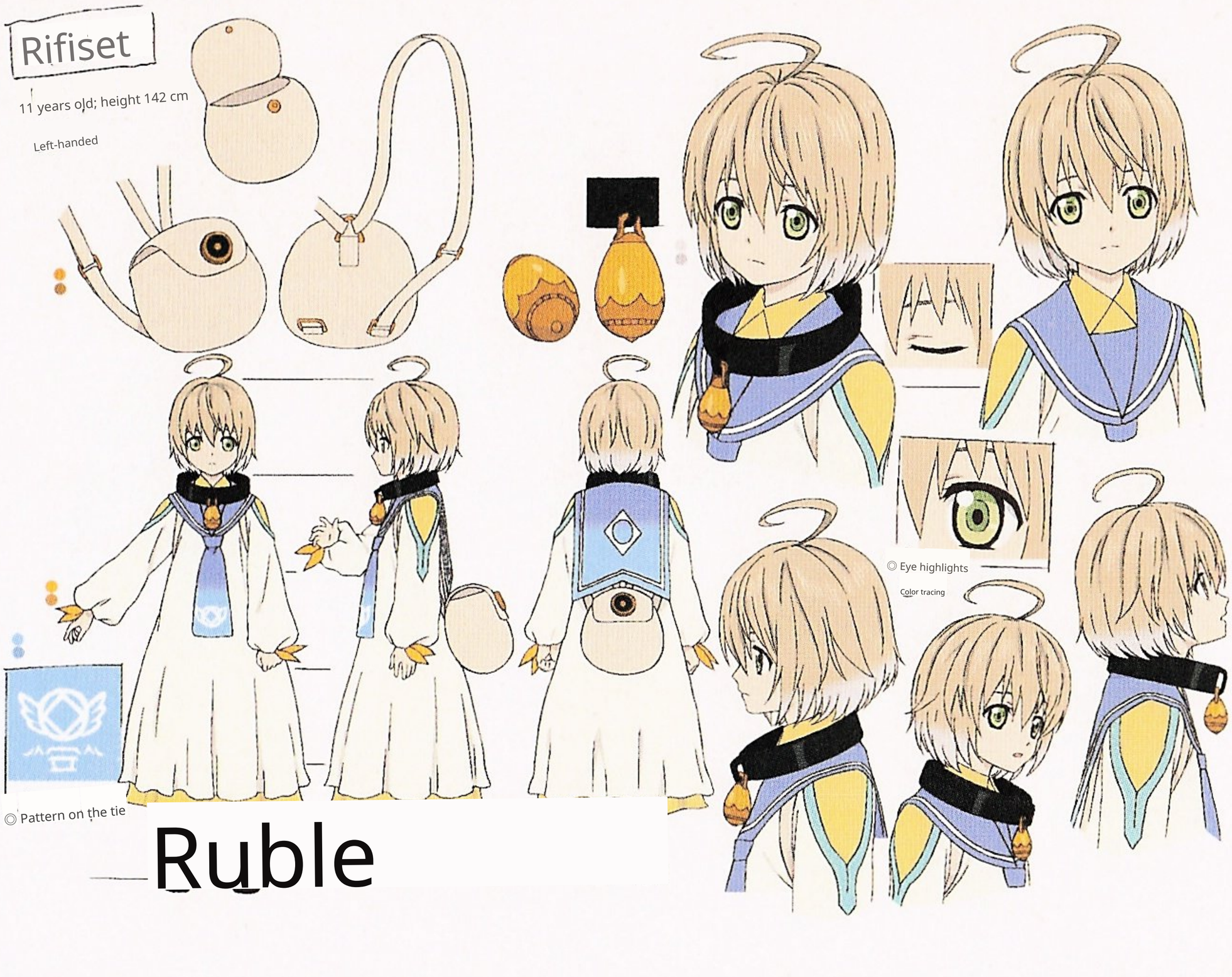
“Wah!!”

“I... I’m sorry!”

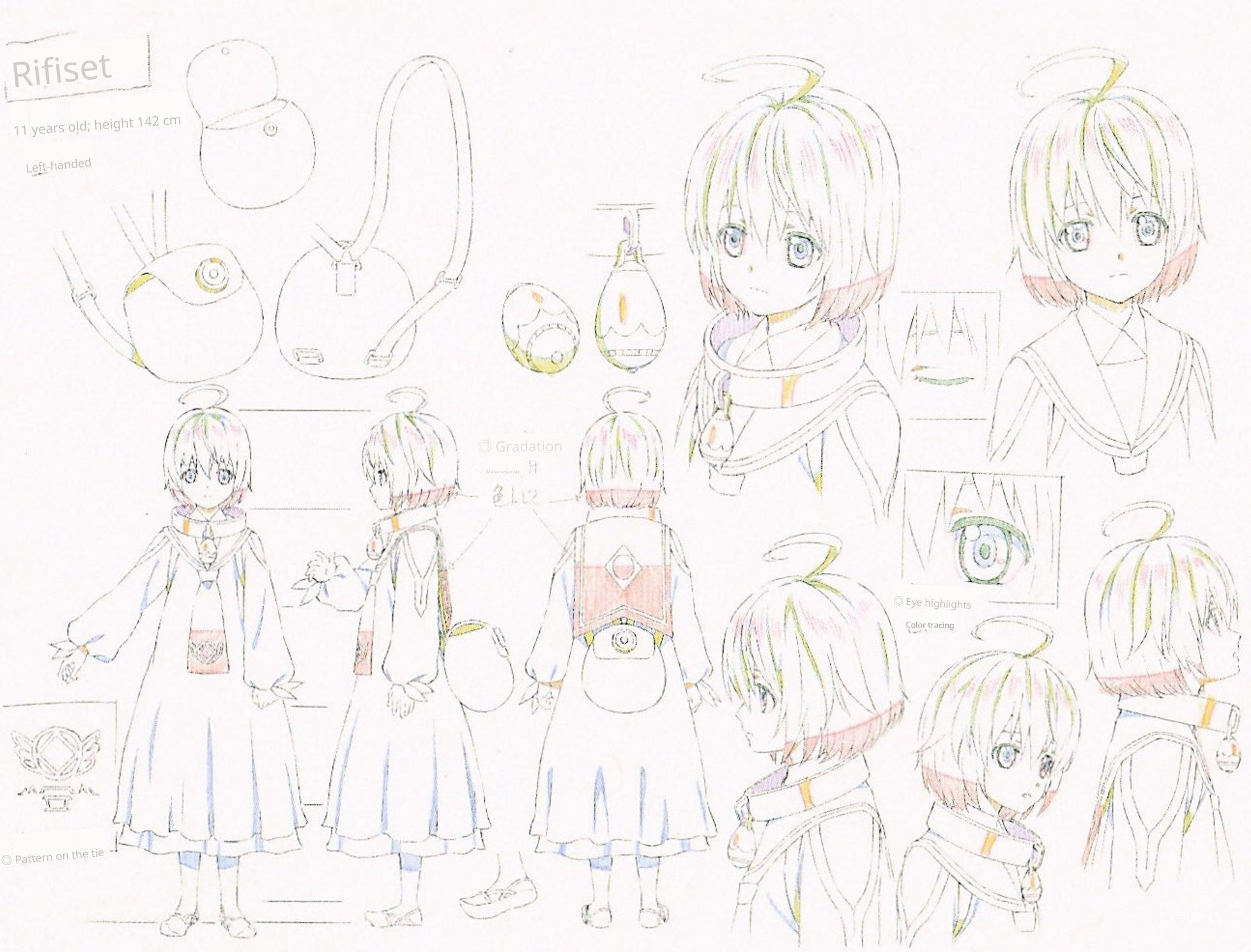
「 ..... 」

“Saint-slave No. 2....”

■ Animation storyboard



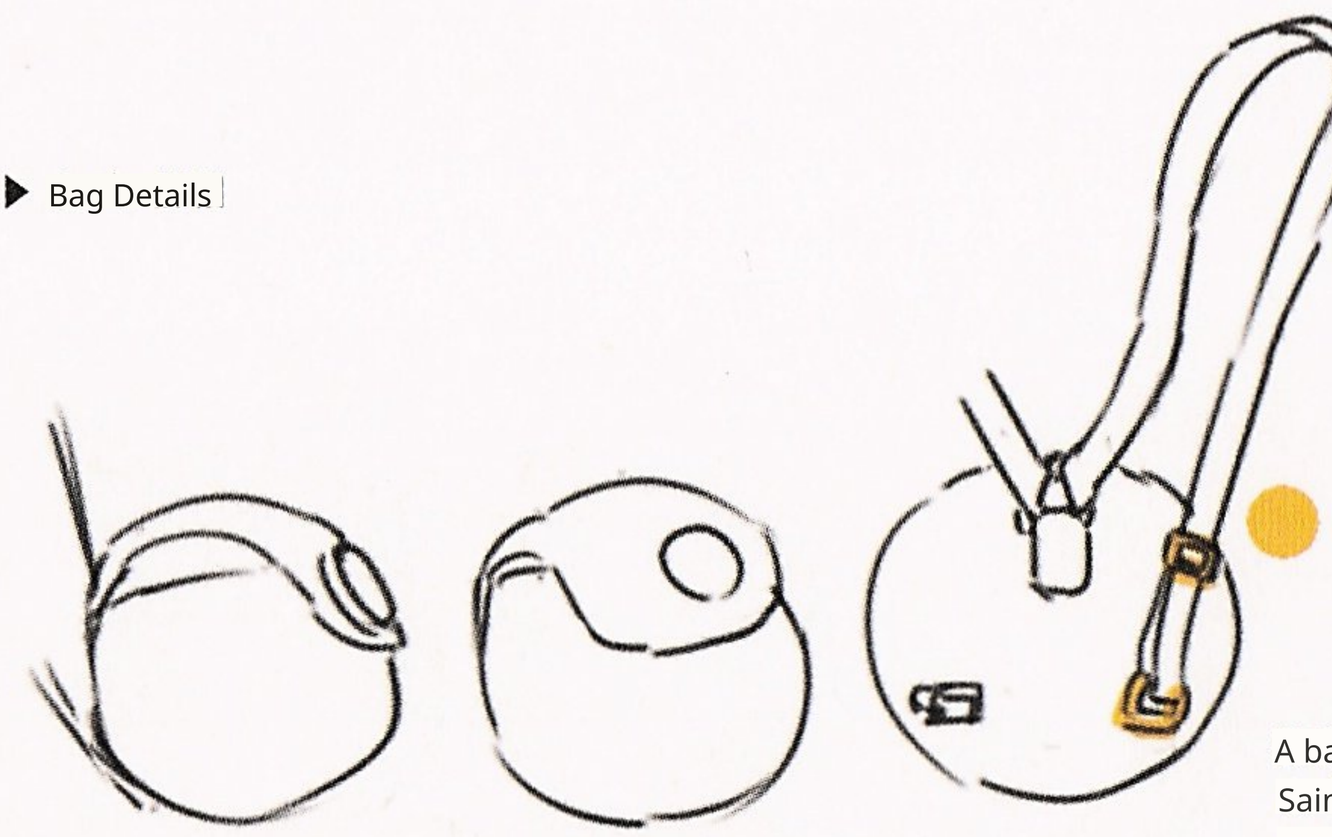
Ruble



Character design sheet

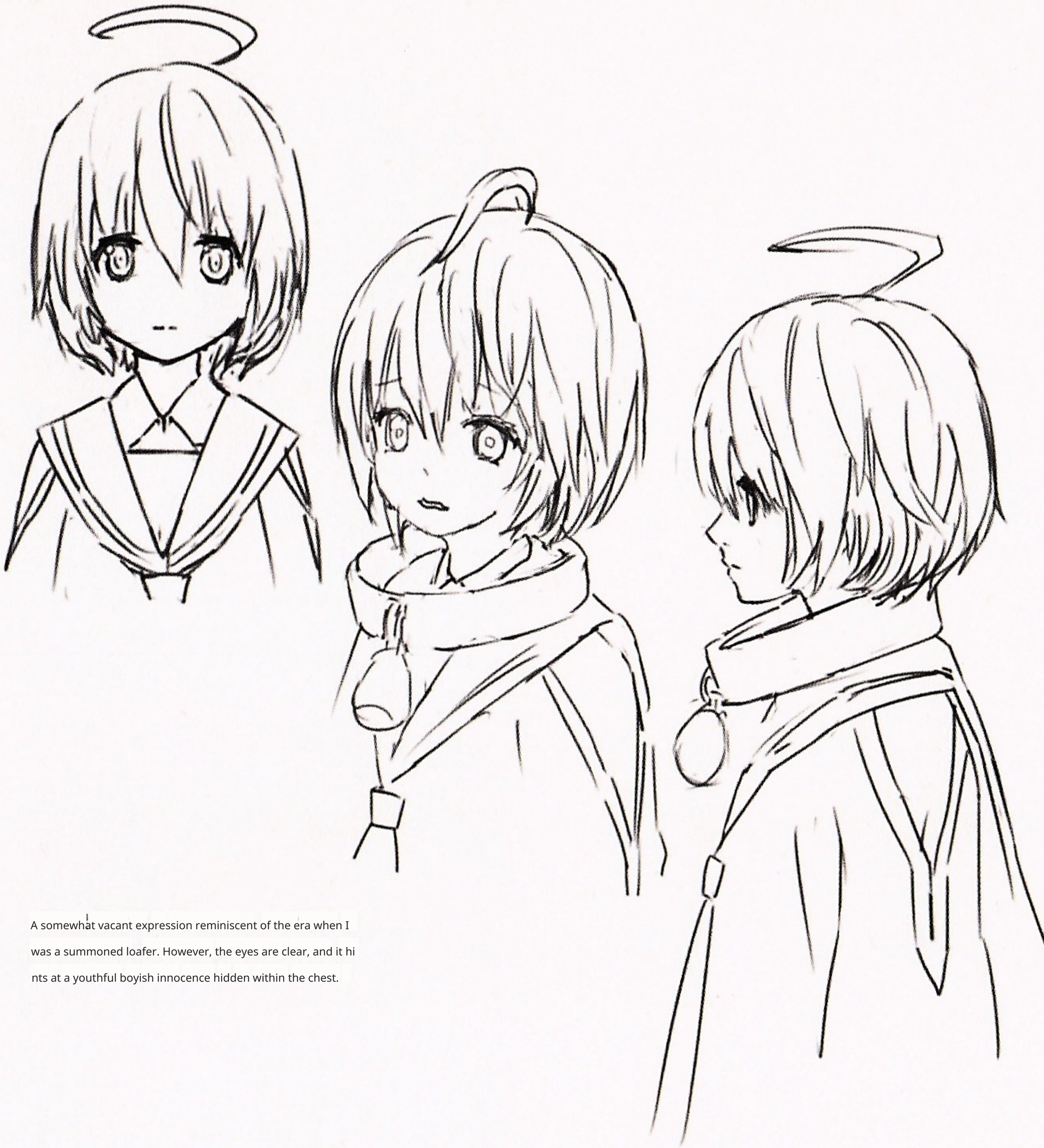
Long jacket featuring the image colors of the Saint Academy, predom inantly white, blue, and gold. It has a large collar and an integrated n ecktie design, with a crest on the chest and the back indicating that t he wearer is a summoned loafer affiliated with the Saint Academy.

Bag Details



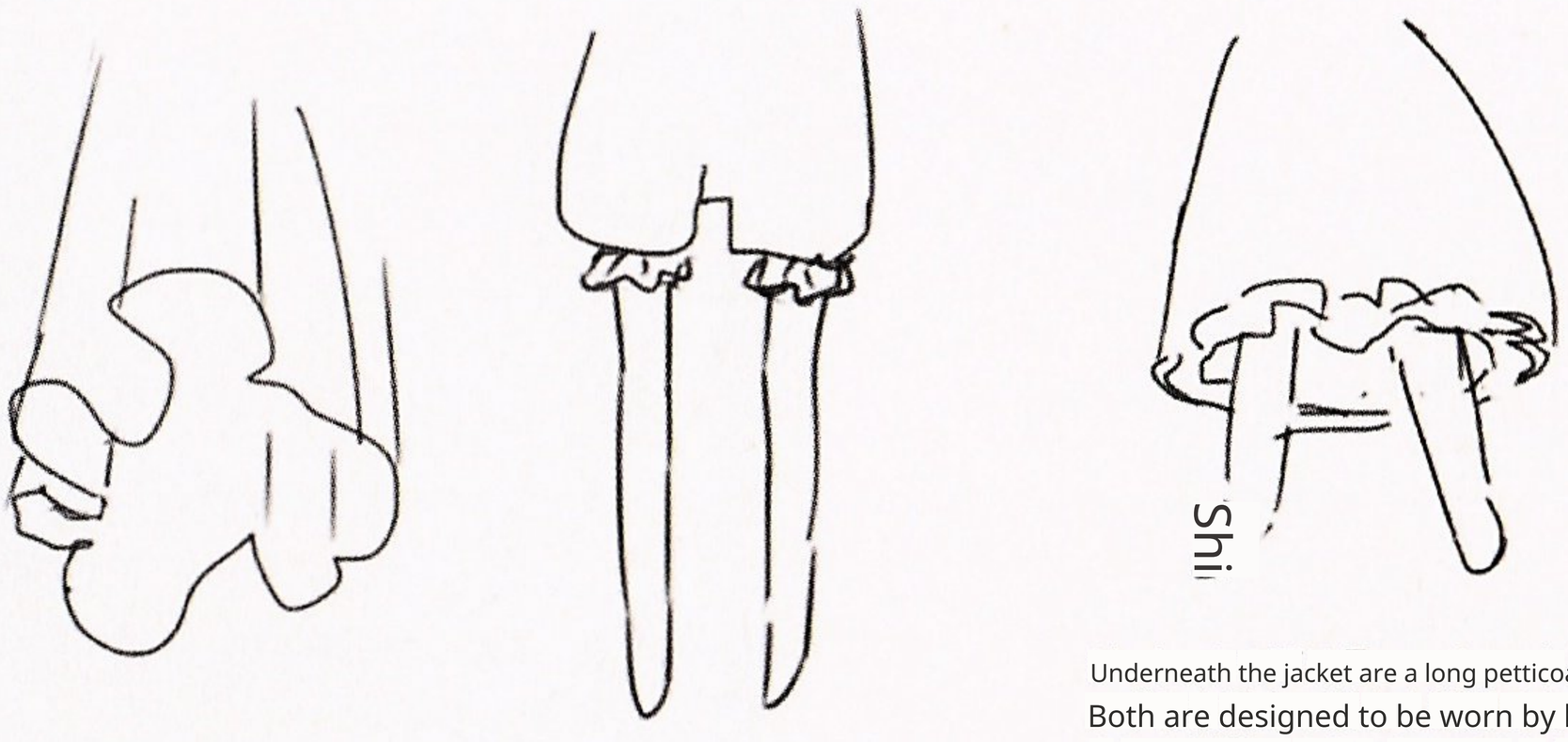
A bag woven in Dandara cloth provided by the Saint Academy. The strap is adjusted to hang ar ound the waist. It might contain insect husks pi cked up here and there inside.

Expression



A somewhat vacant expression reminiscent of the era when I was a summoned loafer. However, the eyes are clear, and it hints at a youthful boyish innocence hidden within the chest.

Jacket Inner Layer



Underneath the jacket are a long petticoat and bloomers. Both are designed to be worn by both sexes, like a uniform. The ample gathers are embarrassing for a boy of that age?

Laphicet, the wing that allows me and everyone to live

He was a tool from birth. Because he was part of a pai r, he was only called "Malak Number Two," treated as so mething that simply obeyed orders, fought, and died. Hi s own will was a useless encumbrance for a Malak. So it was natural for him to simply "exist" as a tool. But when he met Velvet, who was burning with revenge, and was half-forcibly taken along on her journey, he stepped into the "world" for the first time in his life. The high sky, the sticky sweet sea breeze, and the deep, dark expanse of the sea. The scenery he had dreamed of in books caused the powerful will that held a faint glimmer of its nascent form to sprout, and given a name, it finally transformed his closed-off world. "Laphicet." That name, given to hi m by Velvet, made him a person with a heart, not a tool.

"I... I'm alive..."

For the first time in his life, Laphicet gained a re ason to live as an individual. His companions supp ort him in their own ways as he takes hesitant ste ps forward. Amidst this, Velvet alone continued to speak only of her revenge, barking orders at him. Coercing someone so imperiously is not how one treats comrades who entrust their lives to each ot her. Yet, he resolves to protect Velvet, who gave hi m a place to belong. And not just by obeying orde rs, but by making choices he believes

are right.

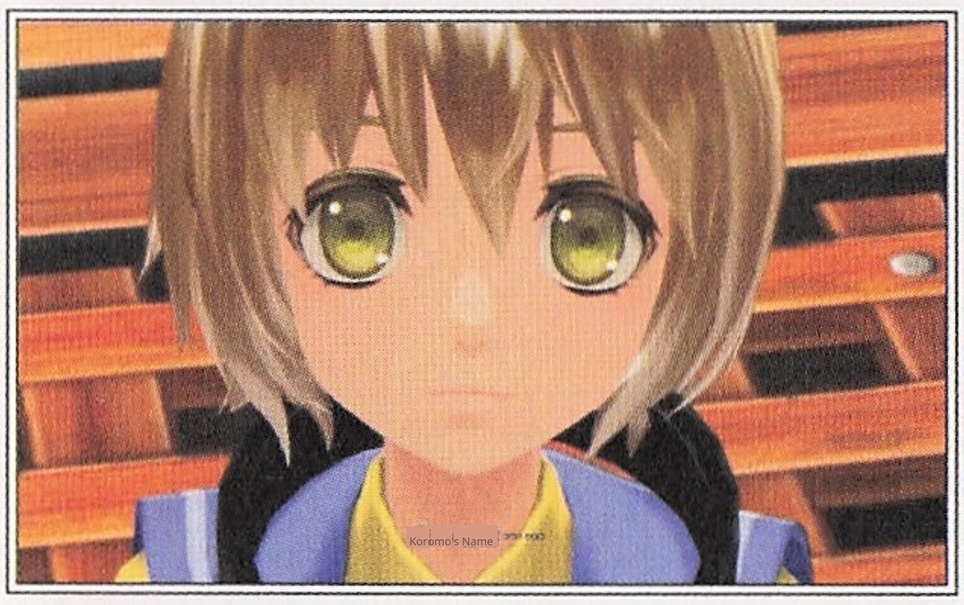
"I don't want... orders!"

I am! I am...!

"I don't want Velvet to die!!"

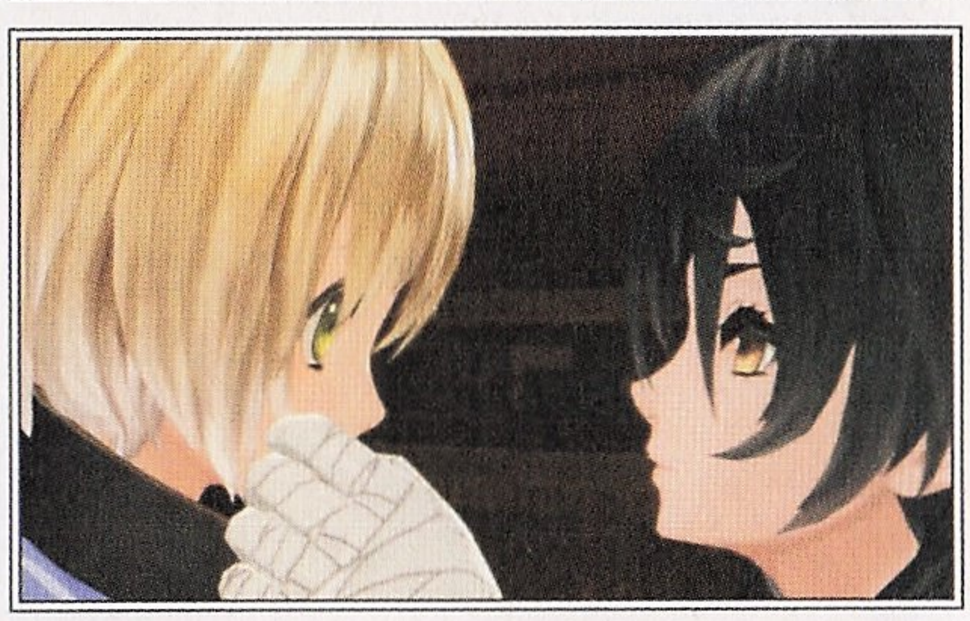
Laphicet, who faced Artorius in battle, protected Velvet and suffered a deep wound. He survived by using Eleanor as a vessel, and felt relief and satisf action that Velvet, who had been so stubborn until now, finally offered him kind words and comfort. However, many of her concerns and words were n ot directed at him, but seemed to be directed at he r younger brother, Laphicet. Feeling dissatisfied wi th Velvet's attitude of never truly looking at him, L aphicet shouted with all his might in defiance.

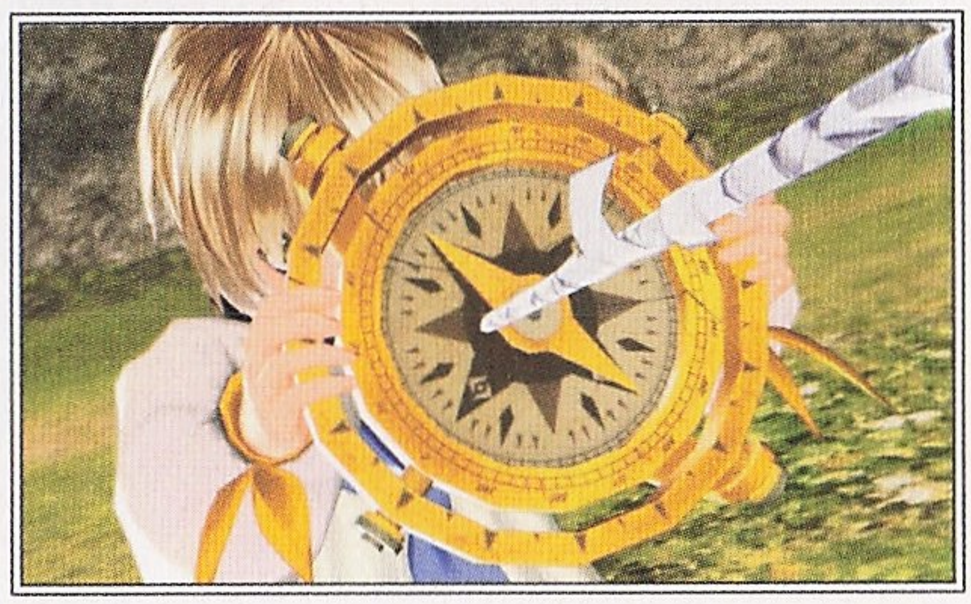
"You only understand 'Laphicet', don't you?!"



Laphicet's faith story

Amidst the anxiety that his existence might just be a substitute, Laphicet continued to care for Velvet. Even after being given the abhorrent title of "Lord of Calamity" and becoming an enemy to people worldwide, her fierce resolve to continue moving forward to achieve her life-threatening revenge—he knew that this resolve was supported only by her love for her deceased family. That's why he couldn't forgive the despicable actions of the Abbey, who exploited her deep kindness to trap her. Furthermore, for Laphicet, who had become Kanunushi—the very brother she wanted to protect even at the cost of her own life—to make her cry and plunge her into despair was simply unthinkable.





Ah, I

"The Kanunushi who made Velvet cry,

Punch-

I'm going to punch him!"

The proof of the meaning of living, a precious compass held up as a shield, Laphiset protects Velvet and fights. To ensure that he never harms her, he quietly withdraws his tainted body and lets Velvet cradle his head. In her eyes there is no longer the solitary glimmer of the past, but a warm, strong power of prayer that keeps him as himself. Therefore, he also wishes with unwavering determination. A world full of hope and kindness. As I found in the compass, may people also find a tomorrow where they can discover their own path. Even if the heart overflows with sadness, lift your face again and spread your wings to soar—

—。

sky 遠くへ to reach つ

「someday, we may reach beyond the sky!!」

ロクロウ・ランゲツ

Rokurou Rangetsu

CV: Daisuke Kishio (きしお)

You know, right?

I may not look it, but I'm loyal.

A young swordsman who accompanies Velvet out of gratitude, stemming from the famous sword Gōran, known as the "Sword of Life." He becomes a Therion (Gōma) due to his obsession with surpassing his older brother, but he does not despair over that fate.

Instead, he plans to use his inhuman power to achieve his long-cherished wish. While occasionally showing his merciless side as a Therion (Gōma), his true nature is generous, and he subtly cares for his companions.

Gender: Male Race: Therion (Gōma) Age: 22 Height: 180cm Weapon: Dual Blades Combat Type: Dual Swordsman | First-person pronoun: Ore

■Status Illustration

■Secret Techniques Cut-in

Zero Form Breaking Void

Zero Style: Sky Break

“From this distance! I won’t miss!”

“Null Type: Breakthrough Air!”

“Character Interpretation: Rokuro Rangelu (Rangetsu)”

■Face Pattern

"I will repay the favor."

"That's impossible."

"Yes!"

"Is that so?"

"That's the first I've heard of it."

"This is useless."

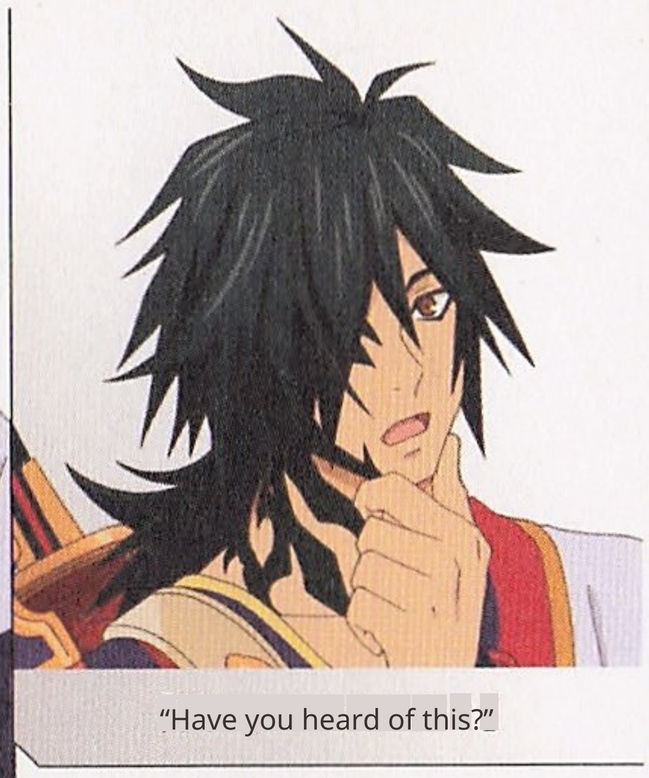
"Yeah, that's probably true."

"Proof that I'm alive."

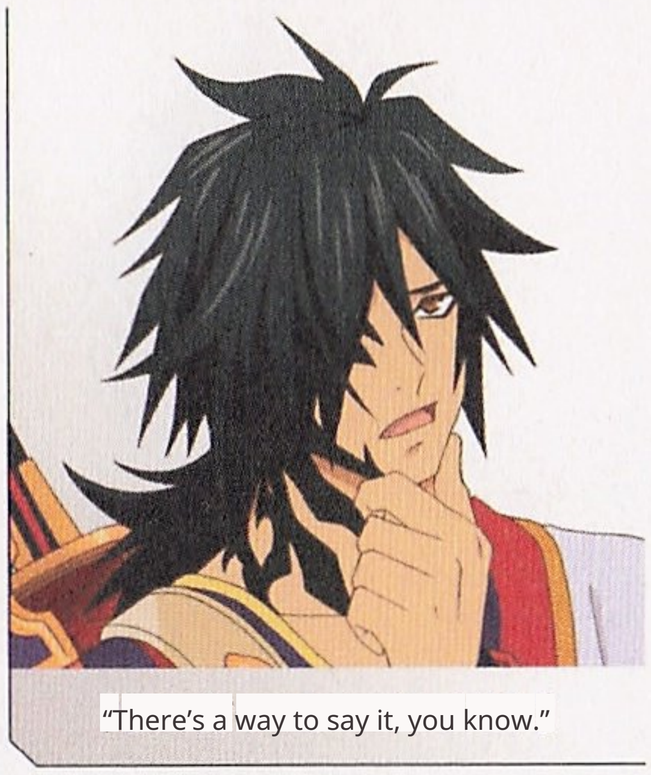
"Shall we try it?"

"Rejected."

"……Hmm."



"Have you heard of this?"



"There's a way to say it, you know."

"I've seen it before, too."

"Oh, really."

"Oh, you've started to say that, huh."

"Probably... my lover."

"I swore this sword."

"You're really something."

"I will cut you down."

■Face Pattern

“Sorry.”

“...I wonder what’s going on.”

“Sounds interesting!”

“I became an infernal demon before I knew it.”

“I’m far from finished.”

“No matter how many times I lose, I won’t give up.”

“If I’m just sturdy, I’ll break.”

“.....Damn it.”

“Is that so?”

Roclow]

22 years old 男 180 cm, right-handed

5 shoulder parts

Back side

● legs

Kimono undergarment with hakama

Left hand

Bare hands

First Highlight

Color tracing

Rokurou

Right half of the face

Right neck筋化

First time wearing kimono underneath

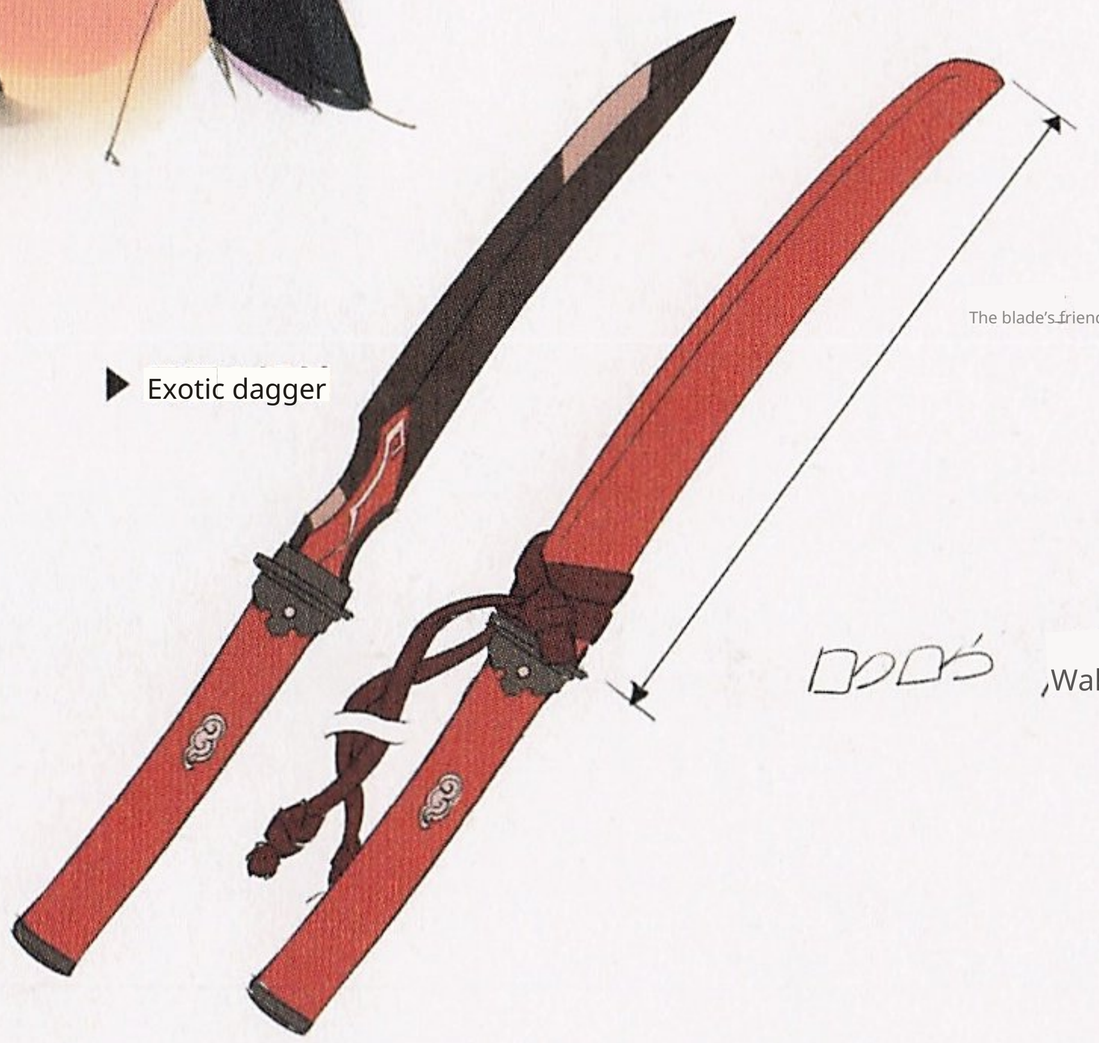
■ Character design sheet

▶ 三面図

Right arm only armored sleeve, in a style with one shou lder bare. The kimono features geese flying at sunset. Geese are migrating birds and a symbol of travel, with the epithet "TOOtsu hito" (遠つ人). A design that reflect s her pursuit of distant Sigure at the end of a journey.

Face details

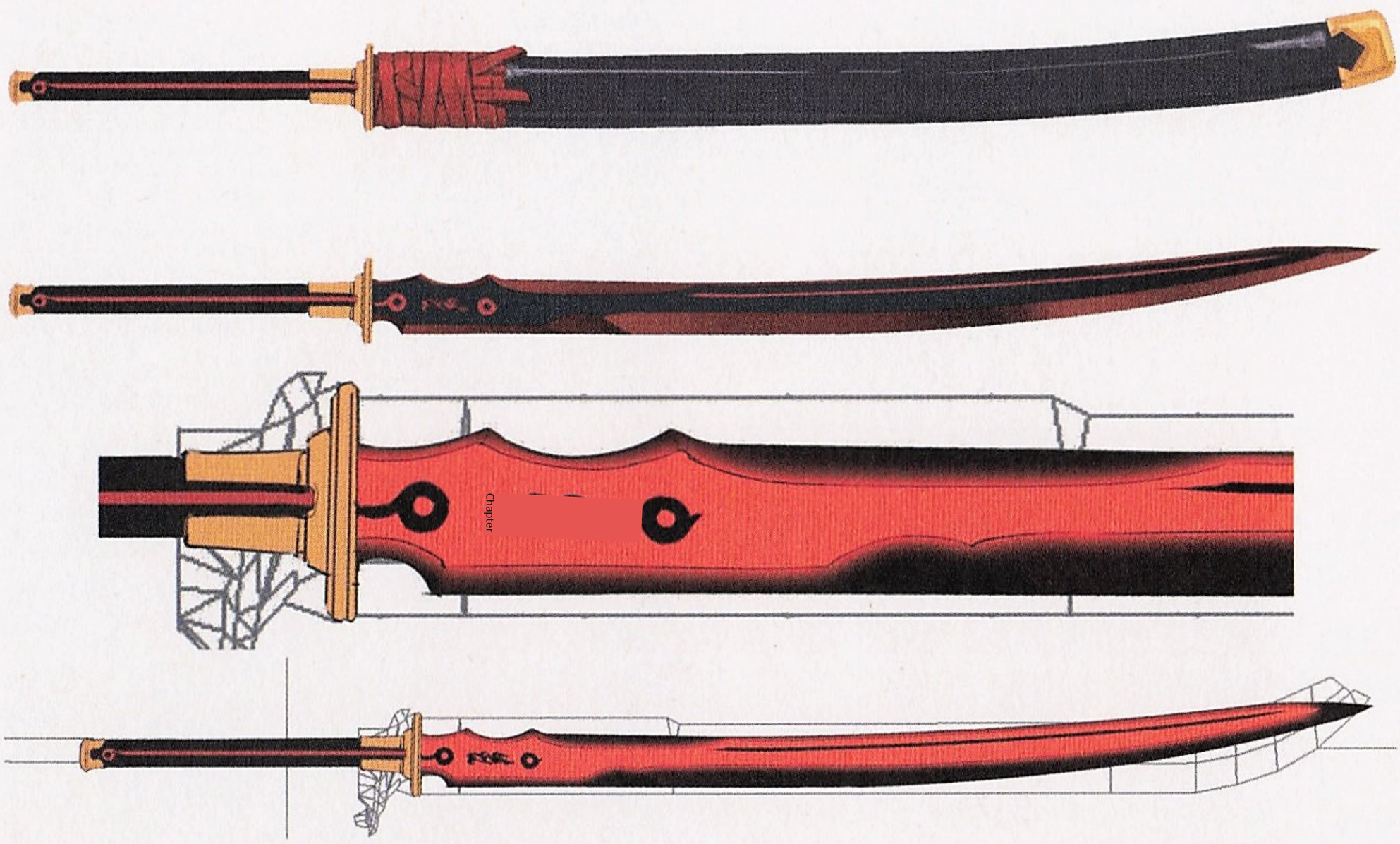
The right eye hidden by the bangs mutates under the yokai-dem onization, becoming unrecognizable from its original form. Whe n the power of the demon is unleashed, it glows red and bewitch ingly, at times so terrifying that even allies are frightened.



Exotic dagger

The blade's friend should be changed as appropriate

,Wakizashi



Assault of the storm・Shadow strike

Rokurou, the Sword Saint, is cut down by the craft of swords.

Rokurou, a renowned practitioner of the Rangetsu School swo rd technique, was imprisoned on a prison island to serve a 500-y ear sentence. The reason for such a fearsome punishment is not a violent crime; it is because he failed to defeat his lord's elder br other, Shigure, a crime deemed far too grave. However, after spe nding three years in vain, he seizes an opportunity during a you ng girl's jailbreak and aids her escape without waiting for a reply. One reason is to repay the favor of recovering the stolen famed s word "Gouran." Another is to locate his brother Shigure and aim f or his neck once more. Murmuring that he would never draw his sword as a discipline, Rokurou becomes the companion on the vo w-bound path of revenge, held in his sights by Velvet, the daught er of the demon lord, who has risked her life for this journey.

This O rei tachi
"Hōran is the blade of my life."
on kanara kae
I will surely repay this debt.

Rokurou's targeting of his brother is not merely a matter of re claiming a tarnished name. It is, in a sense, the fate of a person fr om the Rangesetsu lineage who hungers for power and makes str ength its unparalleled value. On that day three years ago, driven by an irresistible instinct, he challenged his brother and lost. Usin g the pretext of an execution order, he confronted him with the b elief that his swordsmanship surpassed his brother's, yet tremble d at his brother's single flash and was utterly defeated. Fear grew into resentment, and resentment into grumbling hatred, until his body fell into the realm of an aversive demon. Yet he treats the fal l into that accursed demon with apparent indifference. He laughs openly and only pursues Shigure. Drawn by the call of blood, he ri sks losing the self he once was as a consequence; but if that path before him remains, there is no hesitation or regret to be found.

ち なが life お
"Whether we shed blood or lose our lives,"
ひと kokoro
To take away people's hearts though...
life daiji
Anyway, it's more important than life itself

The blacksmith's demon-forged blade, Kurogane, whom I met d uring that journey, was truly like a mirror to him. To surpass Shigu re's Kunran (號嵐), he hammered on with nothing but obsession, a nd eventually became a demon-forged warrior. The two of us, livin g for a quest whose outcome is never certain, are the same boar of the same burrow, entrusting our lives to each other, walking the p ath of slaughter together, and deepening our karma even further.

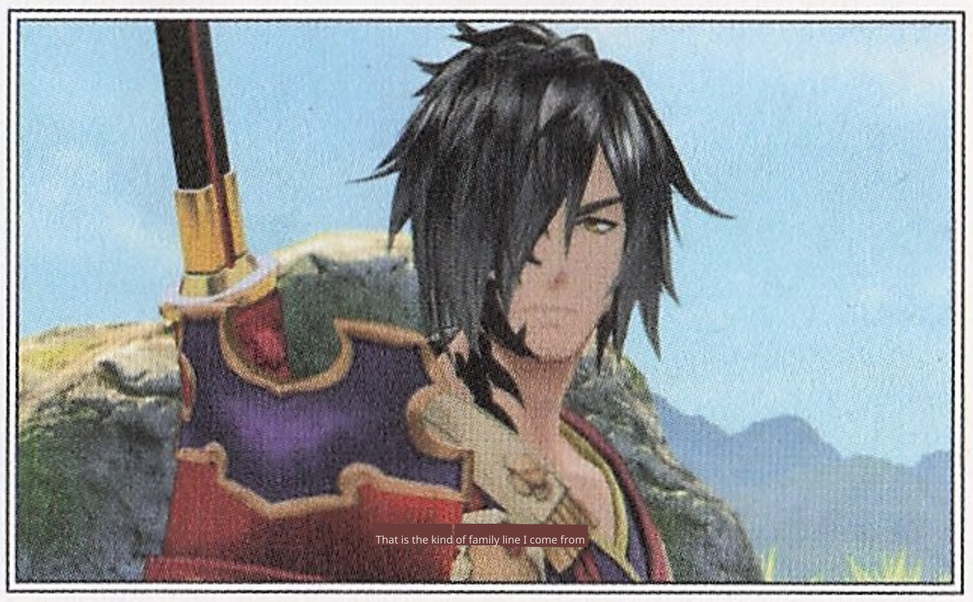
やつ Shinken き
"Only those who can cut down Shigure and that god-sword"
ura
"If there is one, it would be this sole 'grudge'."

Rokurou's faith story

Beyond a thousand deaths that even life refuses to heed, Sigre remains distant. Yet Roclow, knowing he is at a disad vantage, deliberately clings to the unconventional two-swor d kodachi and challenges it. The determination to push thro ugh one's pride resembles Velvet's vow of revenge. Howeve r, while living as a fiend, she continues to love the family sh e lost and suffers, and he said that she is human. To be conf ronted with despair, to lament and cling—this is humanity i tself, possessing a voracious attachment called love.

mae Human
"You are a human.
Ai niku
Because I love you, I hate you,
anger and resentment perhaps Human
that human beings grow sad in proportion to their wrath."

The whispered words seemed to mock his own belief that with in him there was no longer any trace of humanity. A cursed clan t hat must sever even their own parents to become lords. His mot her killed his father, and his brother killed their birth mother—a chain of parricide. Born into a blood-stained household, he can o nly live a life bound by fate. If a demon of misfortune is defined by being saturated with negative emotions, then living only by su ch misfortune makes him a demon who has already crossed the l ine of humanity. Therefore, Croow (Rokurou) swears to himself: t o struggle, to fight, and to refine his craft. To wield his swordsma nship and live by the craft. And in the 1013th battle he has faced, he draws the great sword on his back that he had kept sealed all along. The third blade, a severing symbol of restraint. At last, as a demon of misfortune, Rokurou surpasses his brother.



か Kita An Technique
"The craft forged to win against Shigure Rangetsu"

マギルー

Magilou

Satou Satomi
CV: Satomi Sato

Sigh... Even if I explain it vividly, you won't understand.
People are sad in this world... well, I don't really care though ♪

A mysterious woman who claims to be a great wizard. Not only others but even herself has no attachments, and she travels merely to watch the journey with a teasing attitude. She calls herself a great wizard

She appears to be a capable person worthy of the title, but she lives by always making light of everything, so her true intentions remain unclear. However, at times she speaks words so cold and perceptive that they seem to see through everything, which keeps Velvet on edge.

Gender: Female Species: Human Age: Unknown Height: 160 cm Weapon: Shikigami Combat type: Witch First person: Ore

■Status illustration

■Secret ultimate technique cut-in

こうよくてんしょう

Light-winged Heavenly Flight-kun

Stretch! Stretch!

光翼天翔くん!"

■ Face pattern

"He's of the same kind, you know."

"Torture won't work."

"Because he'll spill the beans in one go~♪"

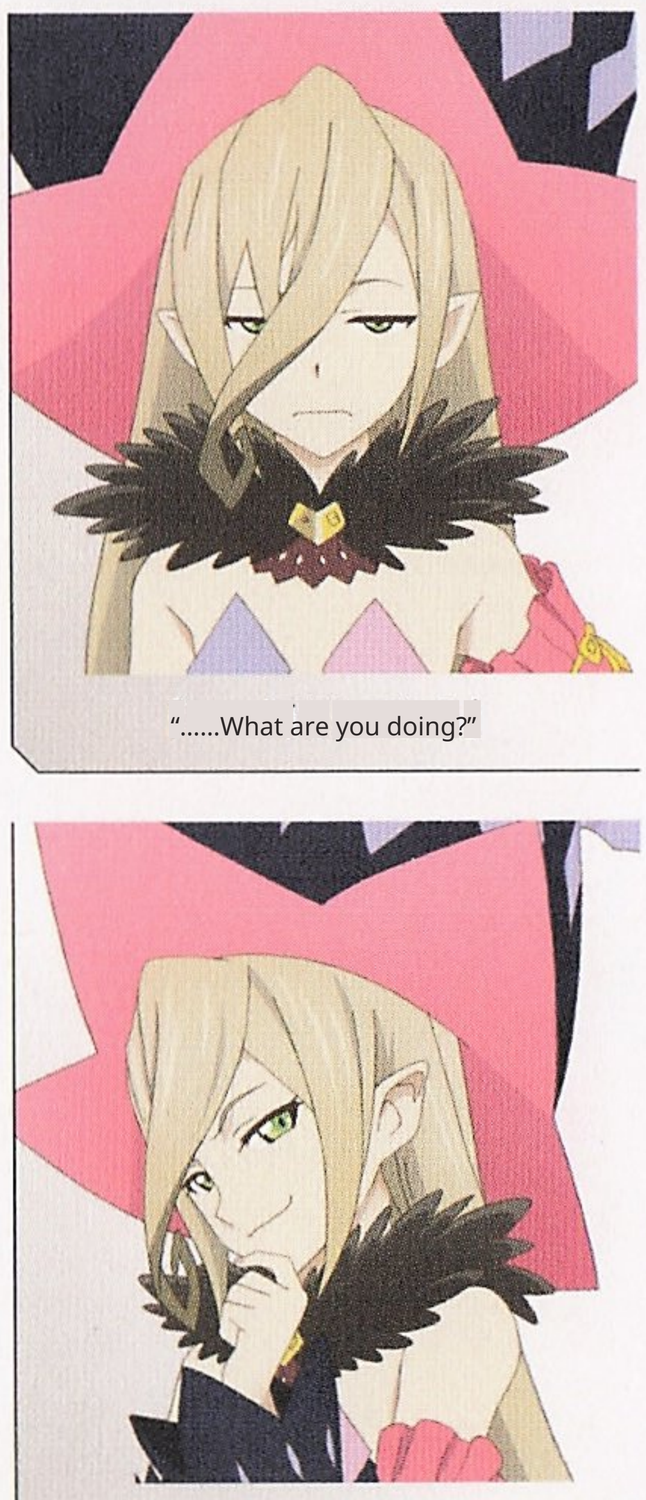
"Are you a demon of work, then?"

"That's right."

"...It looks like it could be fun."

"Hm? How did it go?"

「I don't know ♪」



"……What are you doing?"

"Is it his doing?"

"The youngster is clever."

“This is boring.”

“Wait, wait!”

“Don’t abandon me~”

“Who would say such a line?”

“It’s because it’s like this.”

“Because I’m a great wizard.”

“I see.”

“Heh... you’re really going for it.”

“Bienfu...?”

■Face Pattern

“It’s what master would do.”

“We were fooled.”

“All of us together.”

“What a bother.”

だから言っている

“Do as you please.”

“Velvet Poppop~”

“Bushu~”

“You’re so cold.”

☐ Animation layout

Magilou

126 cm tall, right

-handed

At the tips of the hair

There is

Color

Nuki

Four-eye highlight

Color tracing

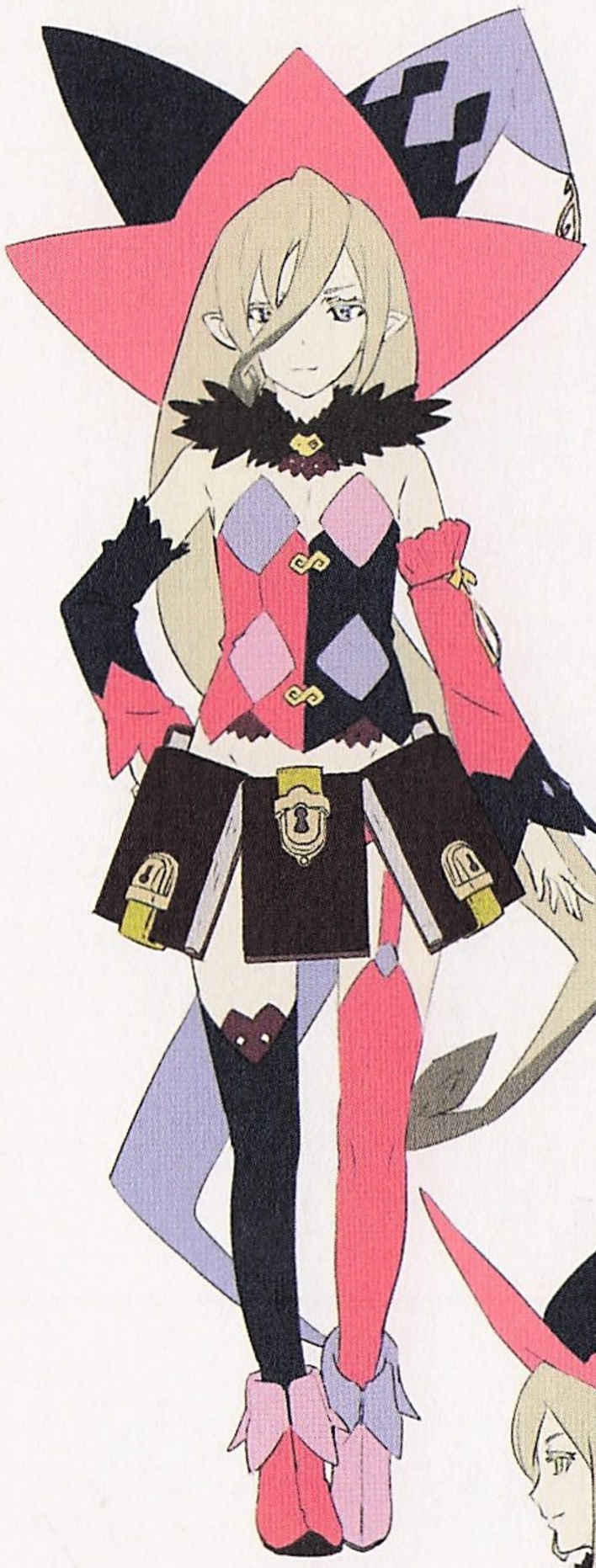
Snip

◎ Hair and eyes

They are not transparent

Magilou

System
Scenario
Sub event
Data
Extra



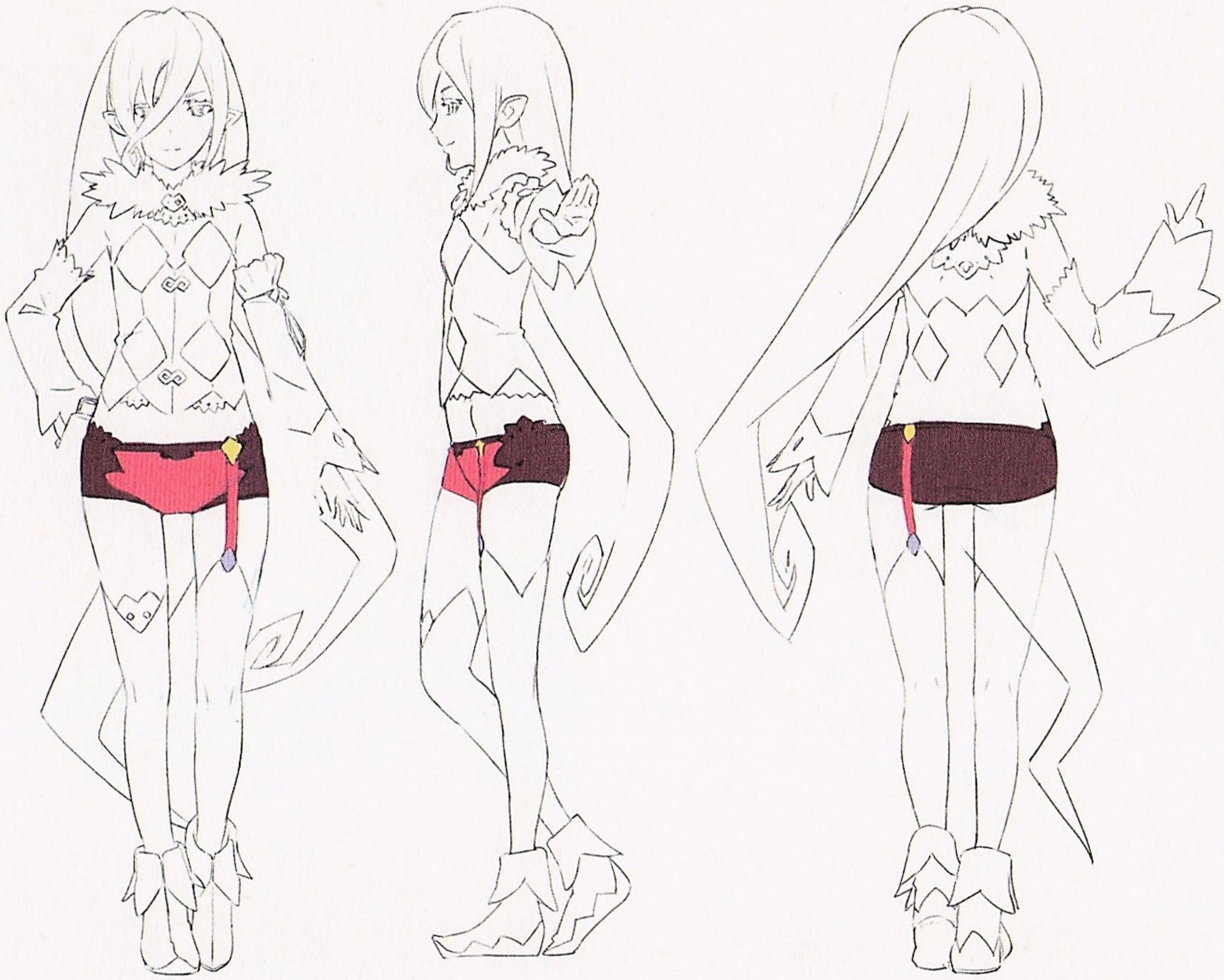
▶三面図

▶Shikigami

The witch's strange weapon "Shikigami." This is the " Shikigami Doll" modeled after the King card suit in a deck of playing cards, and the lineup also inclūdes milk chocolate bars and straw dolls, showcasing Ma gillou's penchant. The ultimate technique "Kouyoku Tenshou-kun" stretches the torso all the way up to t he heavens, which is eerie each time you see it.

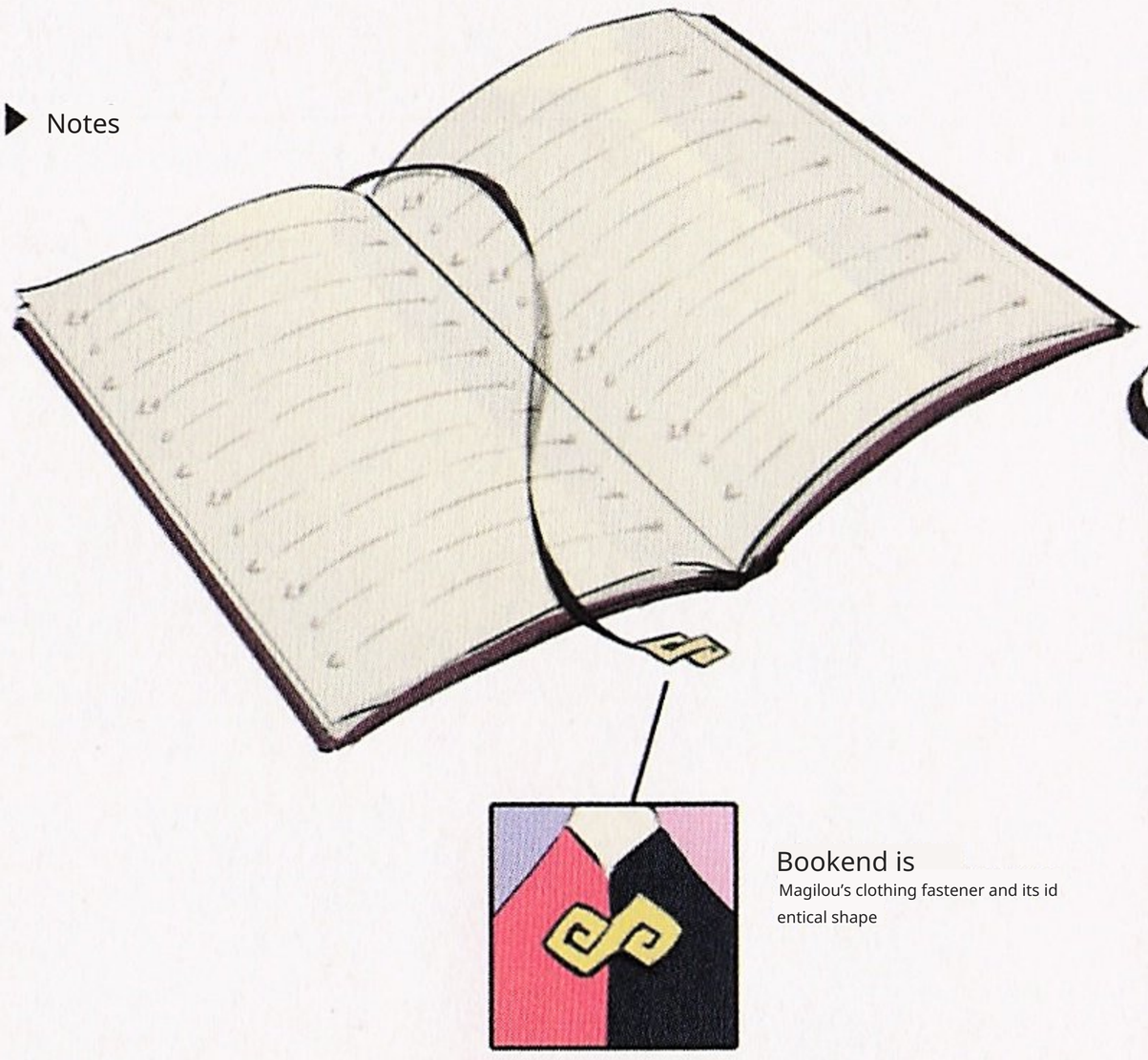
Uniforms with differing colors on the left and right, paired with po inted shoes, are well known as a clownish-themed image. The fla mboyant color scheme gives off a very suspicious vibe.

Three-view diagram Inner



Raftset shows the scene “under the book” t
hat he urged to be shown. The style with m
icro-minis and garter belt worn on only the
left leg is an unexpectedly cute look.

Notes



Bookend is
Magilou’s clothing fastener and its id
entical shape

Magilou, in order to “tell of the human world,” records a
nd writes down things in a notebook. The imprint that st
rongly marks the wings of the soaring bird may be pass
ed down to later generations of narrators.

Magilou, the narrator's caretaker

A life of imprisonment in the prison for three years. From an outsider's view it seems that the harsh fate for women was not so for Magilou herself. For a person with a broken heart, even life and death lose their meaning. Therefore, riding on the hilt of the great sword wielded by the girl who devours demon fiends, they escaped from prison together; it was just a turn of events. The girl Velvet, who treated it lightly, nevertheless barefacedly harbors vengeance toward the savior Atrius, and even though she is clever, impatient, and reckless about life, she moves with such urgency that it makes one gasp. Seeing the naive girl ruin herself, Magilou decides to accompany her on her journey, though she won't voice it out loud, driven by such a petty, malicious curiosity.

Hige-ki

"Well well, putting on the role of a tragic heroine"

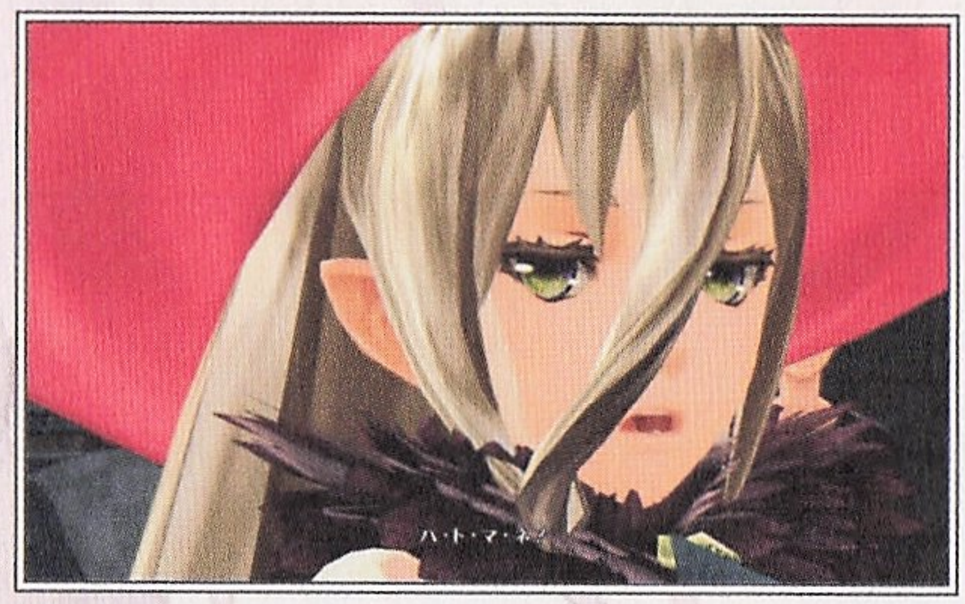
Daughter Kiba 世界

Little Lady's Fangs in This World

ika wound

How severe a wound can be inflicted...

Self-proclaimed as the Great Wizard, he pretends to be a fool to both enemies and allies, laughing with a sneer as he blindsides everyone around him; Magillu quietly muttered under his breath. Velvet, who seems arrogant and selfish, shows mercy to the companion serfs and even gives them names like Raifiset, but she is a girl who does not know what resolve is and cannot become a cold, single-minded pursuer. The serfs are, after all, serfs—mere tools. If someday they are to be discarded as "things," it would be safer not to treat them like "living beings." Recalling her past of being abandoned by her master, a sly remark slipped from her lips.



Atsuka su.

「To deal with it or to discard it」

「Doesn't it feel easier to pick up and let go of things?

Despite repeated warnings, Bellvet does not abandon the path of vengeance, even though Altoリクス cannot even leave a single wound on him. The image of Bellvet, crawling yet lifting her face, strongly unsettles Magiloo, who has lost even the hatred in her heart. The journey that was never [illegible] a supporter, seeming to treat the road of revenge as a spectacle and joking with half sincerity, presses on her as if to question a broken

こが

い み

そうお

「A hatred that burns the body—

gives meaning to the life we live,

じっかん あた

What realization will it bring?」

Velvet was much stronger than Magilou imagined. A sweet and gentle trap colored by memories of family, and despair as her biological brother denied everything. She screamed in fear, trembled, but with the help of companions she stood up. Struggling for life, clinging to life with stubborn longing, she realized the meaning of the heart she had broken in the past. Dragging her wounded body, she lunged at Mercury the Master.

おの　こ どう　　ap

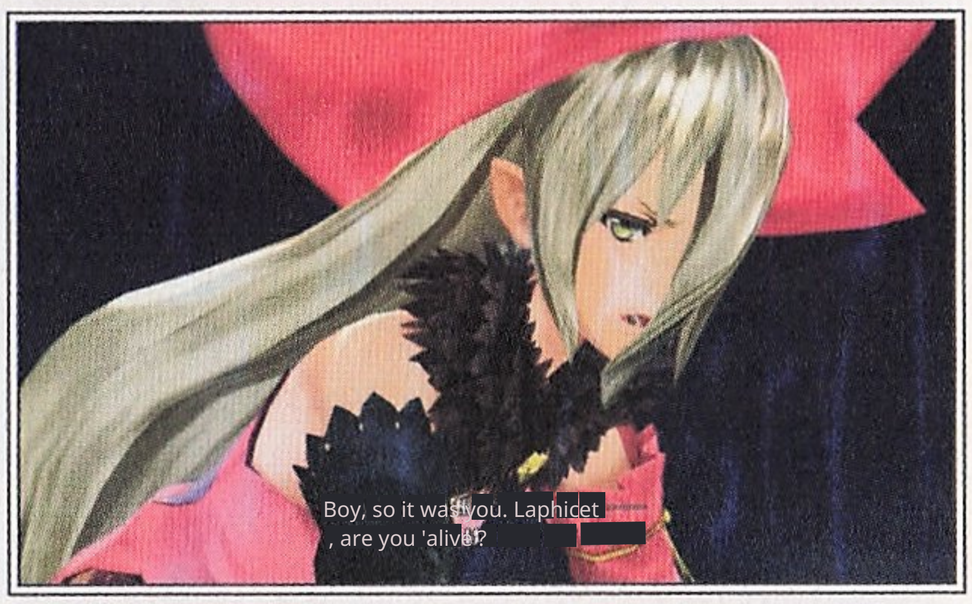
Holding my own heartbeat close...

みにく　世界　　kenmei

This Ugly World with All Its Might

“You’re alive, aren’t you!”

Mariguuru once gave up on “living.” In her childhood, she, not possessing even the faintest wish to become the successor of Melchior, devoted herself to training as a demon hunter. Therefore, when her training to forge a “selfless heart” failed and a part of her heart was shattered and discarded as if it were a “thing,” she lost the sense of her own value. According to her master, for the realization of an ideal world, there is no place for vile emotions. Yet now, Mariguuru is convinced. Not an untainted, pure human, but a person stained by worldly affairs is, in the true sense, “alive.” Like her comrades, the act of greedily and selfishly pursuing things is the irreplaceable “proof of living.” She confronts her former master, bearing the title of the successor, the name “Meavin.” With the very meaning of “one who watches over,” she intends to observe and lay to rest the ideals of master and disciple as a testament to watching over them.



け っ　Yuzu　　い　akashi

There's a 'reason to live' that I will never yield!

A Eizen

エイゼン

Toshiyuki Morikawa

CV: Toshiyuki Morikawa

"This is what it means to be a companion of the Reaper.
Don't take it badly."

A renowned great pirate, vice-captain of the Aifread Pirate Crew, a taciturn man known as 'The Reaper'. Despite being a Malak, he prefers to live among humans, adhering to his own way of life, the crew

He enjoys tremendous trust from his subordinates. As the search for the missing captain Ifrid (Ifrid) begins, he fights alongside Velvet and others. With deep knowledge and the insights cultivated in the underworld, he supports the party on their journey.

Gender: Male Race: Saint-slave Age: 1000 years (appearance is 30)

Height: 187 cm Weapon: Bracelet Battle type: Fist fighter First person singular: I

■ Status Illustration

■ Secret Techniques Cut-in

Wasteful Mayhem

If you can dodge it, then dodge it!

Wasteful Mayhem!

■Face Pattern

“ cooperate with me ”

“ Saint-slaves are not things ”

“Very well.”

“What do you mean?”

“Sunflower pattern, huh.”

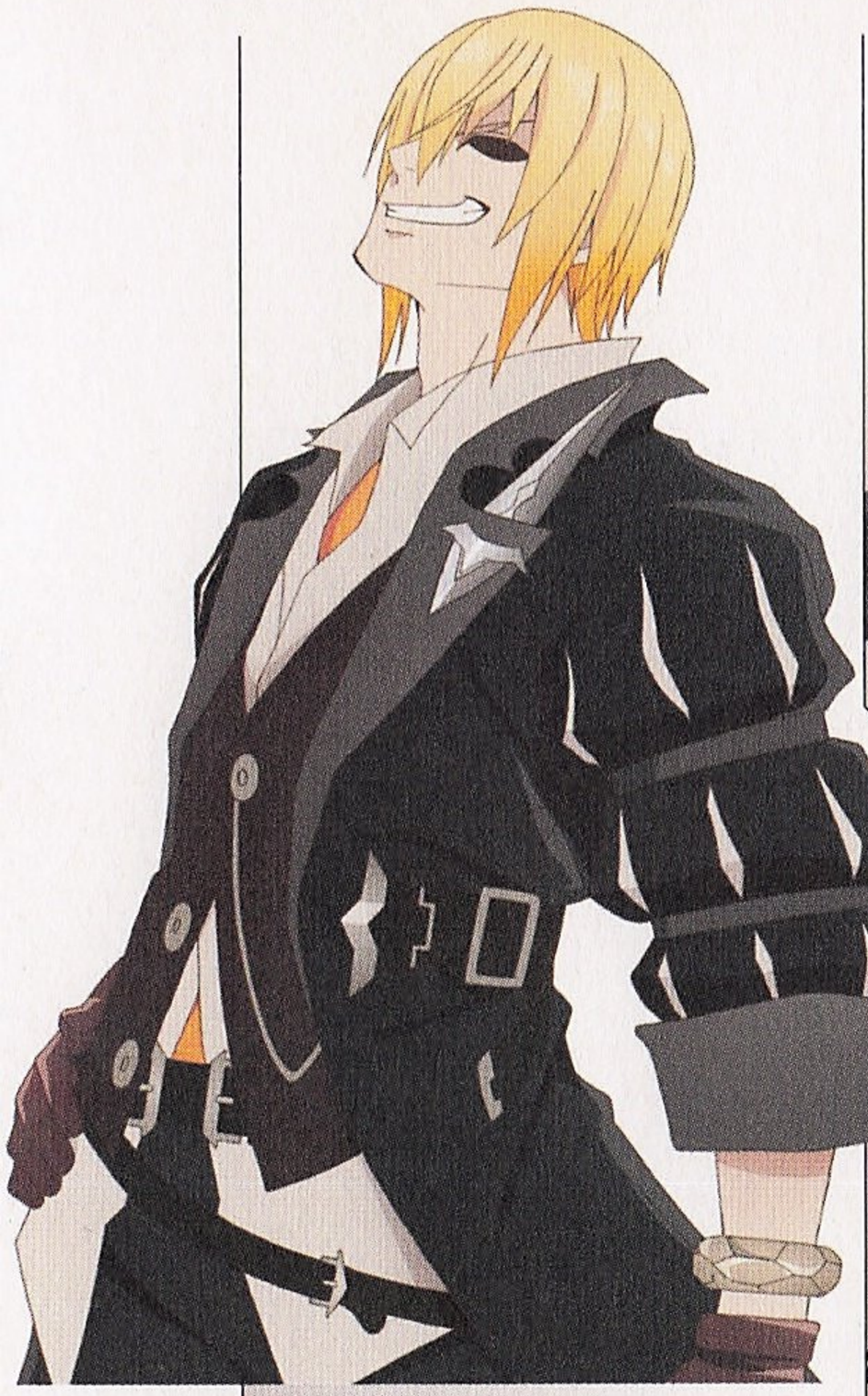
“This is the pirate’s code.”

“...Wait.”

“If our interests align, we’ll join forces.”

“It would be futile.”

“Don’t cry just because you were dumped.”



"[(・!・)]"

"We'll certainly continue the rest afterward."

"It's too early to assert."

"Purin is in his third year, Palmié in his eighth year."

"... What?"

"This is great!"

"Aifrid."

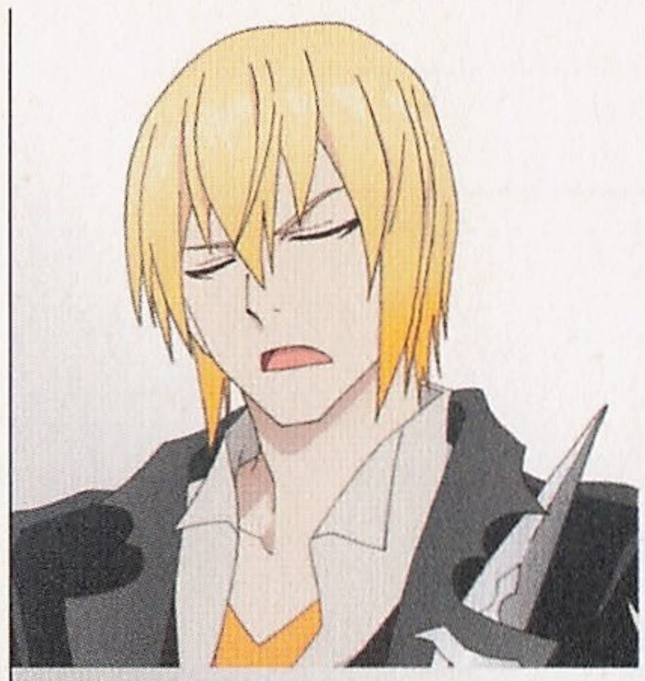
"This is Gryurne's Mizugame!"

"We'll chase that guy!"

"Don't you dare complain."

■Face Pattern

"Well, this is troublesome."

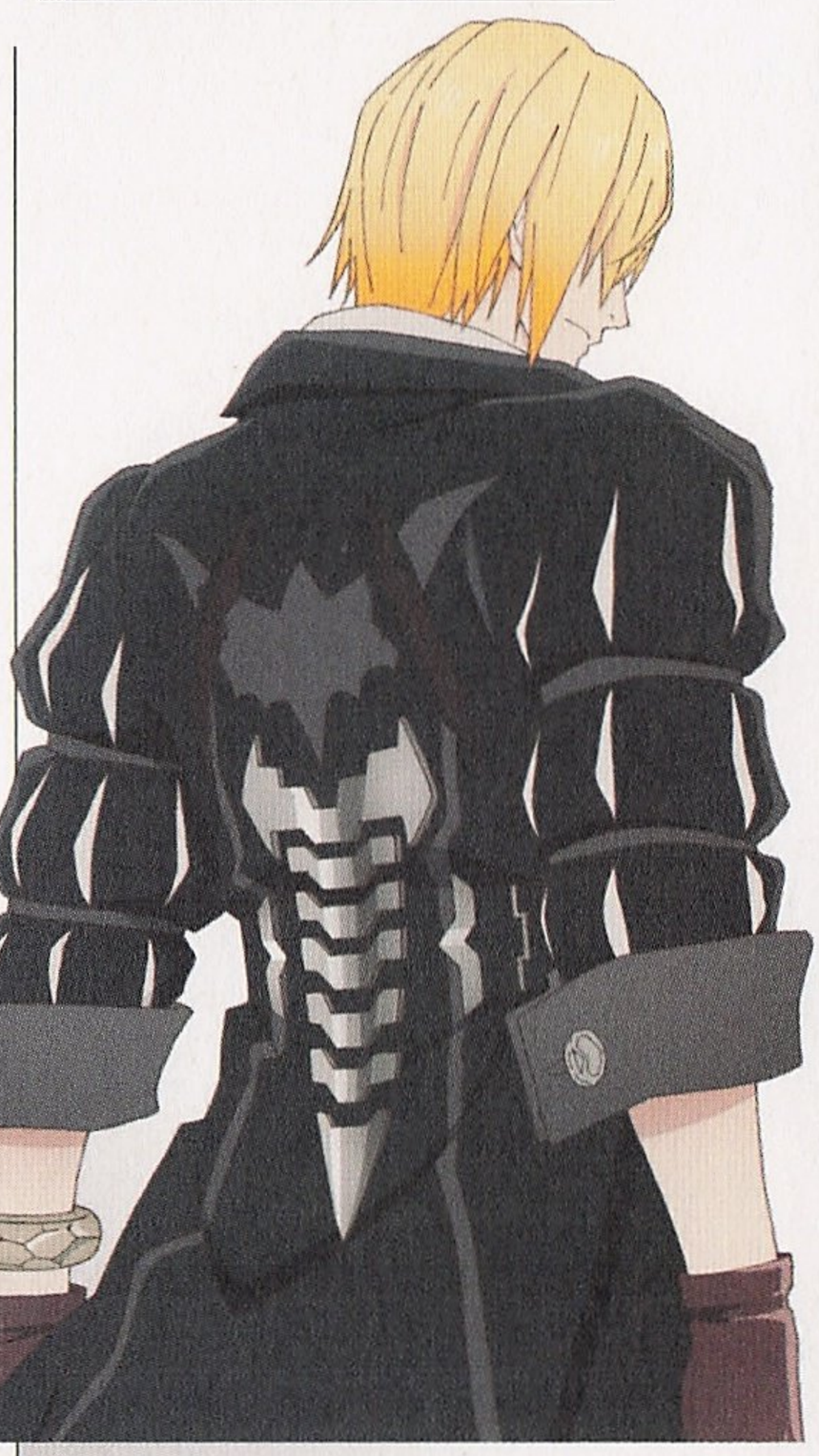


"It's just a fact."

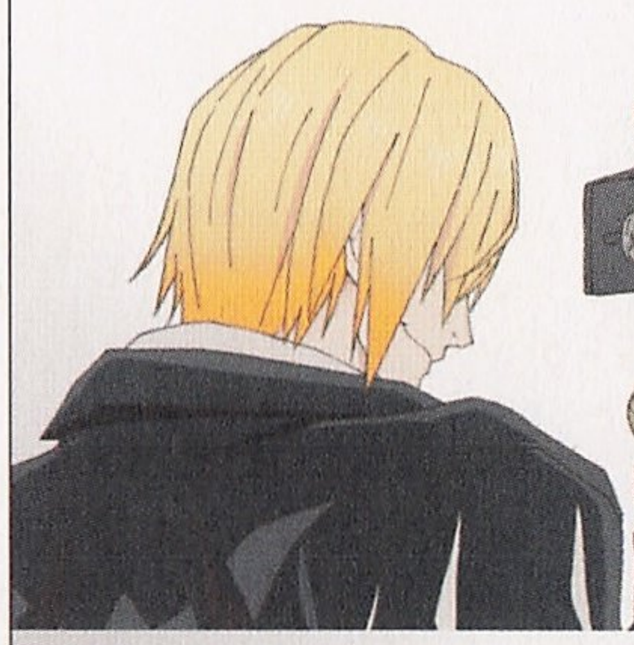
"That's a beetle, isn't it?"

"I could go ahead and do it."

"That guy is waiting quietly."



"Only a little sister."



"Seems like it'll be fun."

"Because you're my close friend (dachi)."

■ Animation reference sheet

Issen

Height 187 cm, left-handed

Belt

◎ Upper garment, back

torn

There is a hole

Seventeen

parts are

First Highlight

Color tracing

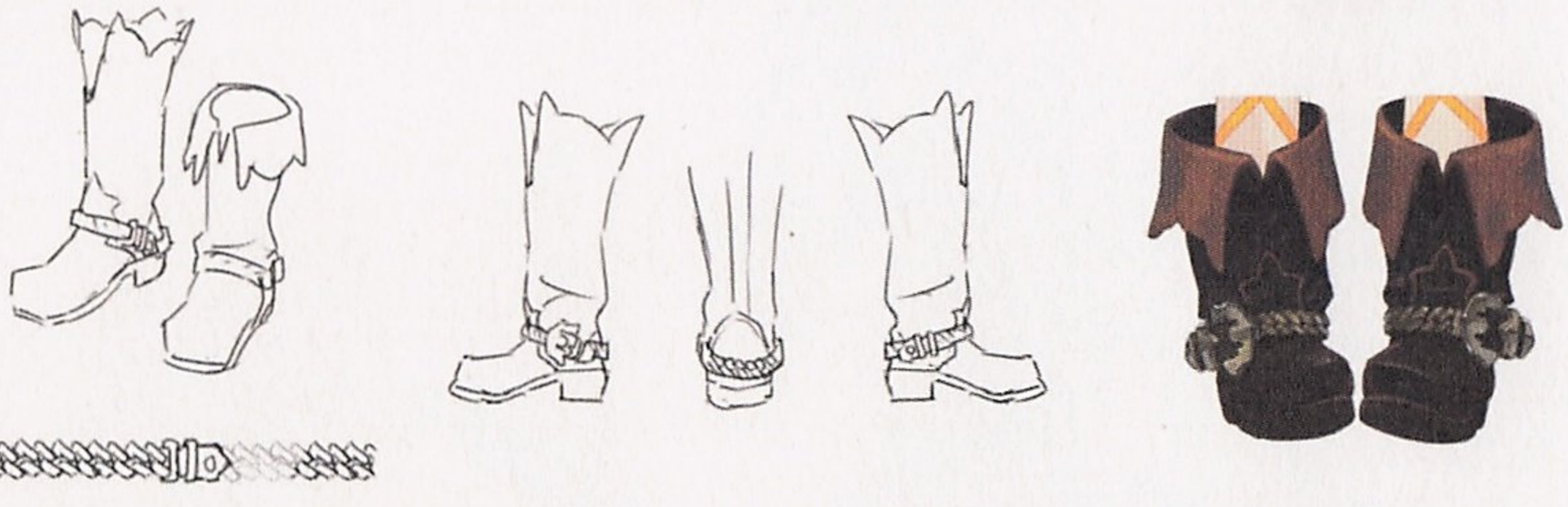
Issen

Character design sheet

▶ Second view

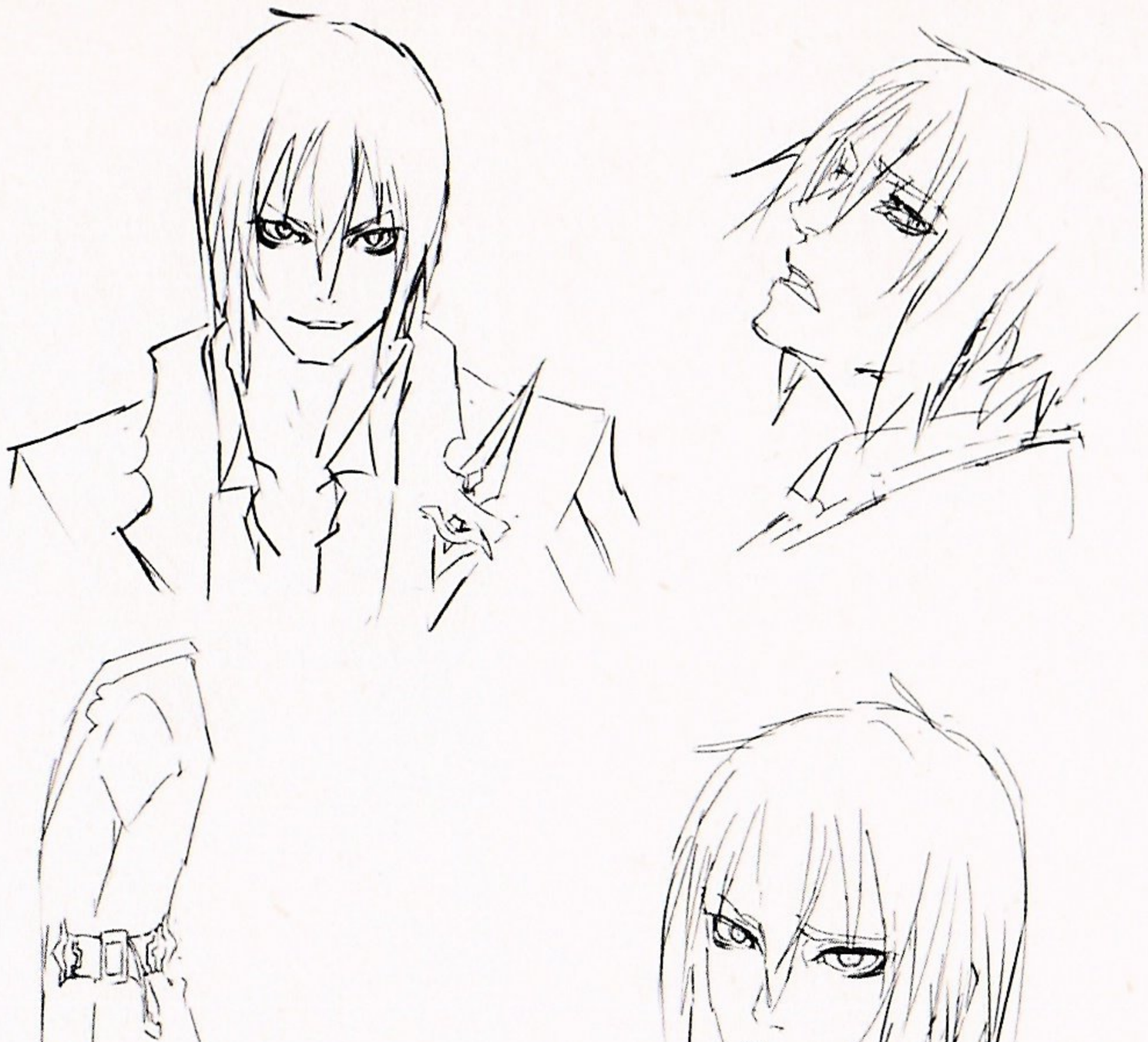
The back design features gloves and a rocket with c uffs, with every little accessory meticulously designe d for the ice axe. The prominently placed lapel pin o n the collar also serves as a dagger for self-defense.

▶ Boot Details

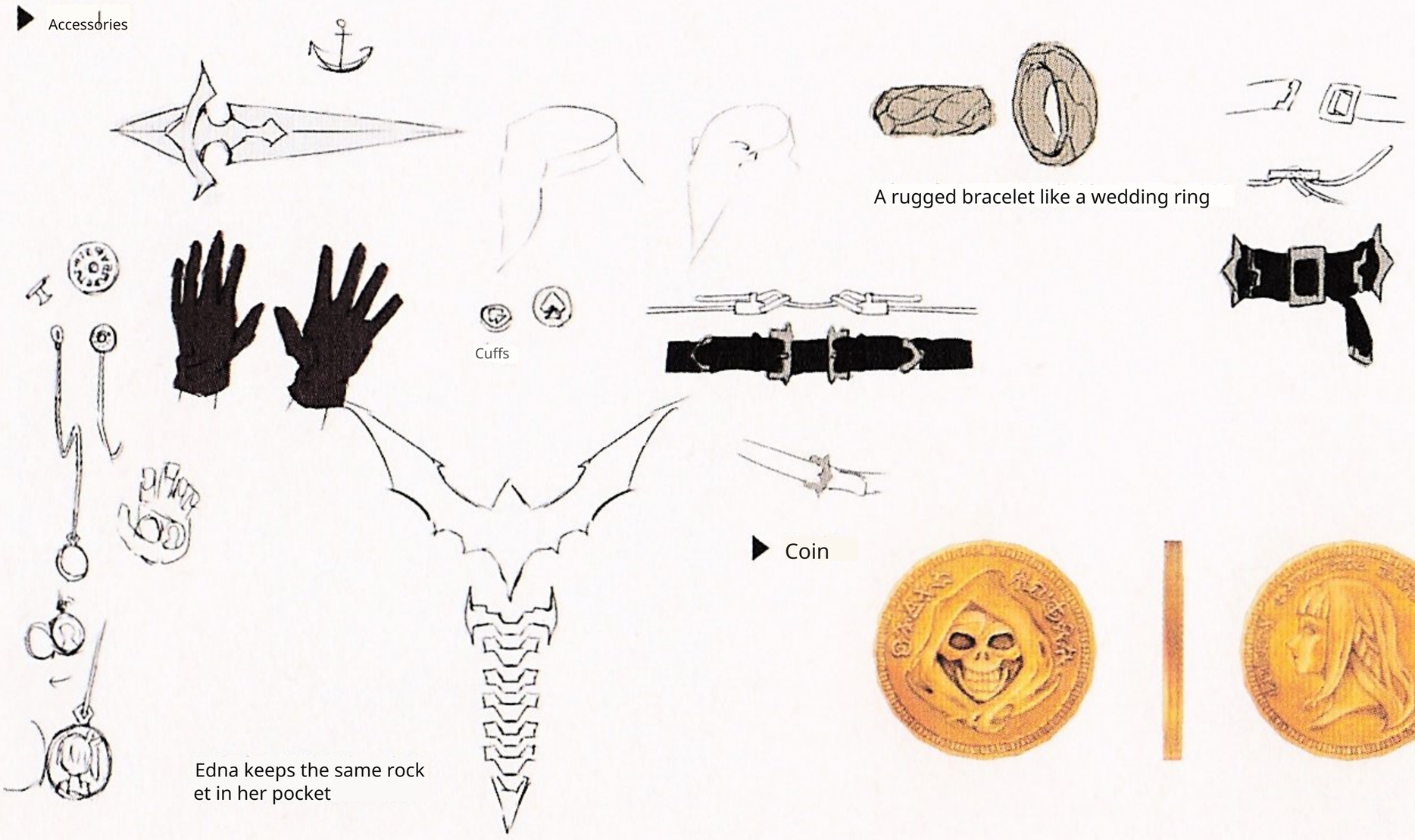


Later, the boots will be inherited by his younger sister Ed na. The chain strap is fastened with a buckle, projecting a sturdy, rugged, and heavy sense of robustness.

▶ Expression



▶ Accessories



Edna keeps the same rock et in her pocket

A rugged bracelet like a wedding ring

▶ Coin

※ Ice Axe, the Living Ways of the Grim Reaper

Saint Servants convert human prayers into power and grant prot ection. Their purpose is to bestow their blessings upon people and t he world, guiding them toward peace. However, Ice Axe is different.

Uyou. Simply being alive there invites misfortune, and co ntrary to the person's will, even death is brought about b y a reversed blessing, like a "Grim Reaper." When he real ized that about himself, he gave up interacting with othe rs, left his beloved sister in a distant land, and wandered seeking a way to break the curse. The lonely journey wa s also a path to find forgiveness for his own existence.

myself Tashi

"Will you see for yourself?

life Freedom

Very well, it's your freedom to throw away your life."

It was the great pirate Van Aifreed who saved such an E isen. A magnanimous man who laughed off misfortune, d eclared even death to be a way of life, and welcomed the Seirei, known to have a past, into his pirate crew. His unw avering presence, making himself Eisen's guide, gave Eise n meaning to life and became his hope. To steer one's ow n course with one's own will. At the end of a burning desir e, he finally showed the style he learned from a friend an d commanded himself to Laphicet, a Seirei who had just e scaped the control of the Seiryo. In a world without ruts (t racks), only oneself can decide the destination. Just like th e needle of a compass, will itself becomes the guide.

myself Helm myself

"I steer my own course with my own will.

True Meaning

Otherwise, in the true sense of the word

“Because I cannot be considered alive”

Izen recites to himself, urging life and style into his words , as if to drill them into both himself and others. It is as if a p rotective charm, a voice blessing the safety of the missing Ai feed, murmurs words of faith in their well-being. A great vill ain who lives boldly and fearlessly does not die so easily, ev en when danger is never far away. Yet the scattered clues te ll that a friend has fallen into the hands of the Holy College. Facing Melkior, the elite anti-demon knight waiting in ambu sh with a flanking tactic, Zviida, a devotedly loyal servant, ru shes in, intent on repaying the kindness, aware it may be a t rap. And Izen, too, cannot afford to hesitate, no matter how perilous the curse of the Death God may summon danger.

Ryūgi

“If I trampled on his way of doing things,”

Who Absolutely

Whoever it is, I will never forgive them

Eizen’s faith story

In the battlefield where Melchior waits, Eisen holds his breath. A dear friend in torment and his sister, tilting her umbrella with a smile. An illusion so annoyingly precise appeared to take advantage of the gap in his heart. But what unsettled him even more was the sight of the demon lord that a crafty old demon slayer had under his command. A demon with a deep scar on the cheek, having fallen into a supernatural form, yet snarling with fangs like a mad dog at its master. Its arrogance and pride were almost—. Refusing to admit the worst reality, Eisen swallowed his words and for the first time showed hesitation.

-

beg

oo mom wi ent

“From the moment I first laid eyes on that demon,

presence

the aura of Eyfried

felt

“I should have felt it”

At the end of an inevitable battle, he restrained a former comrade who had become a demon wielding a different fighting style, a friend who had attacked his own companions and become a monster that swept everything away, and thus delivered the final blow with his fist. The cruel reality that those who become malignant demons can only be saved by death crushed Eisen. His friend's final words, “Sorry for the trouble I caused,” slipped out like an apology. Yet he, too, had been forgiven on the day he was picked up by his friend. Even a death god who brings misfortune to someone still carries a will to live, a fate to endure. There was no longer any hesitation. Swearing to settle the score with the pirate crew, Eisen vowed to bring justice to the Holy Dormitory. To mourn his friend and uphold his own tradition, he clenched that resolve in his fist.

う お と mae

“I’ll settle the score for picking a fight with you.”

Elle • Hum

エル・ハウム

Eleanor Hume

Koshimizu Ami
CV: Aoi Shimizu

「I do not want to avert my eyes.
From the reality that lies ahead on the path I chose.」

Saint Order exorcist, a inspector who guar ds public safety. While proud of her missio n due to a naturally earnest and meticulo us personality, she struggles because the Saint Order's creed cannot save everyone.

She has accompanied Velvet and the others d ue to certain circumstances. But as she beco mes the vessel for Raifusslet and learns their way of life, she questions the essence of the Saint Order and what she herself should do.

Gender: Female Race: Human Age: 18 Height: 165 cm Weapon: Spear Combat Type: First-class Exorcist First Person Pronoun: I

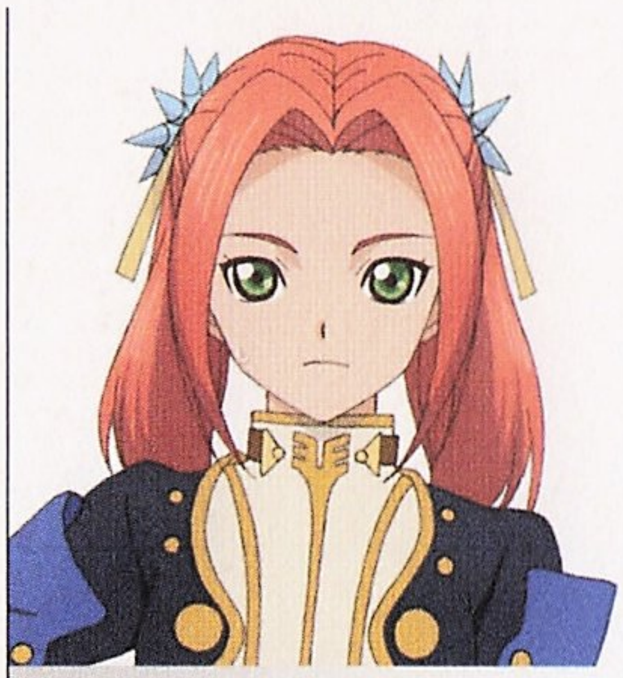
■Status Illustration

■Secret Techniques Cut-in

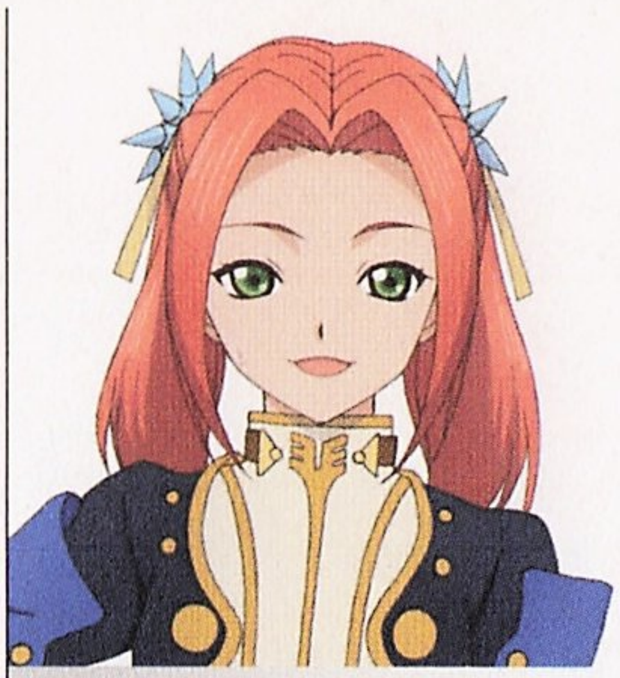
Spiral Hale

「Secret Technique! Spiral Hale!」

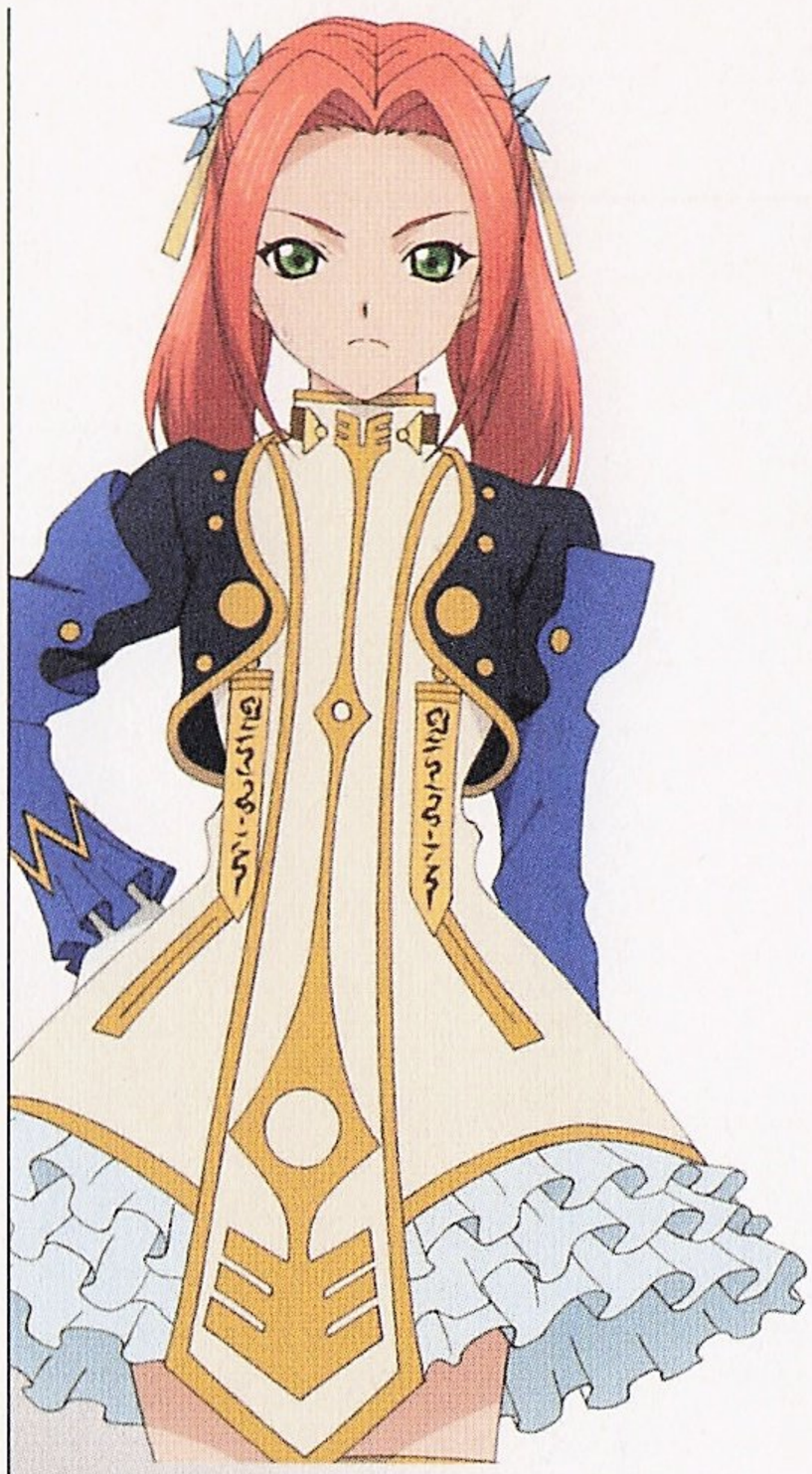
■ Face pattern



“I am Eleanor Hume.”

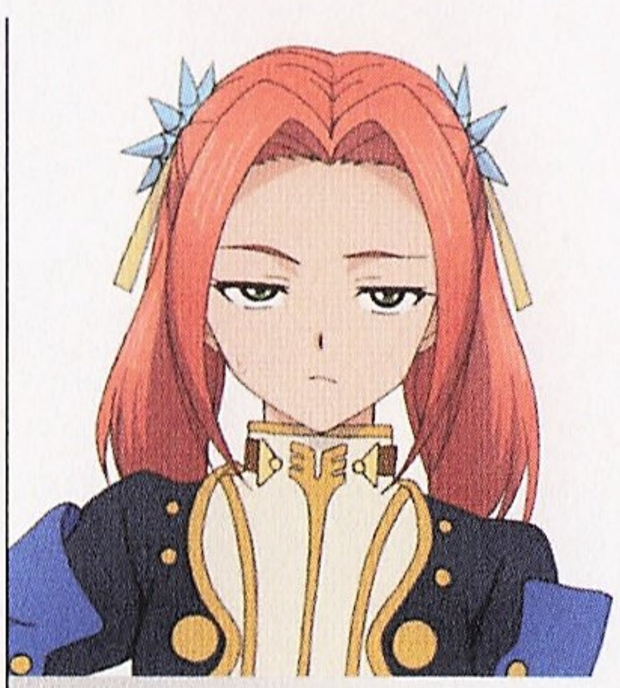


“That’s right.”

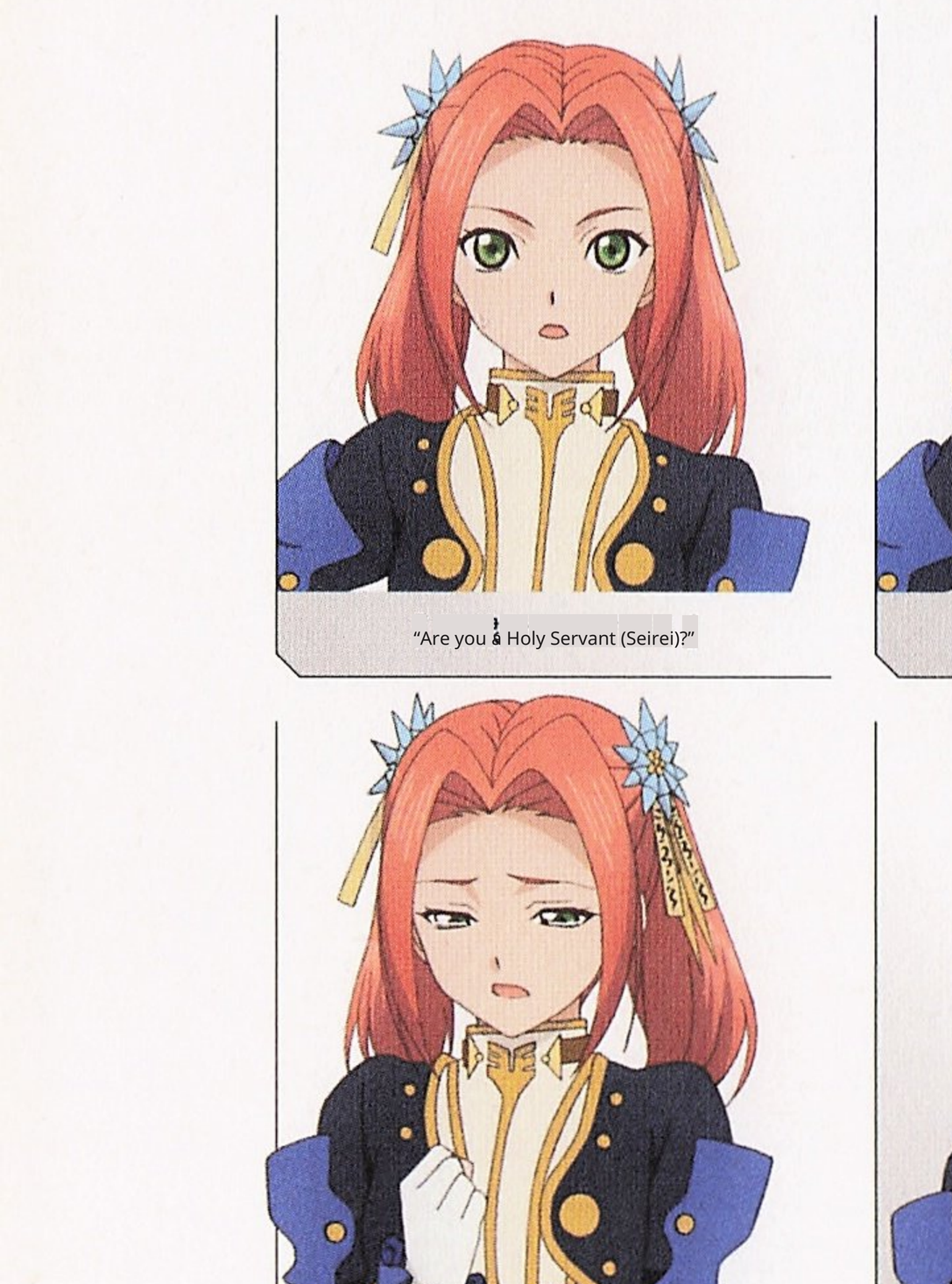


“Because it is the policy decided by the Holy Dormitory.”

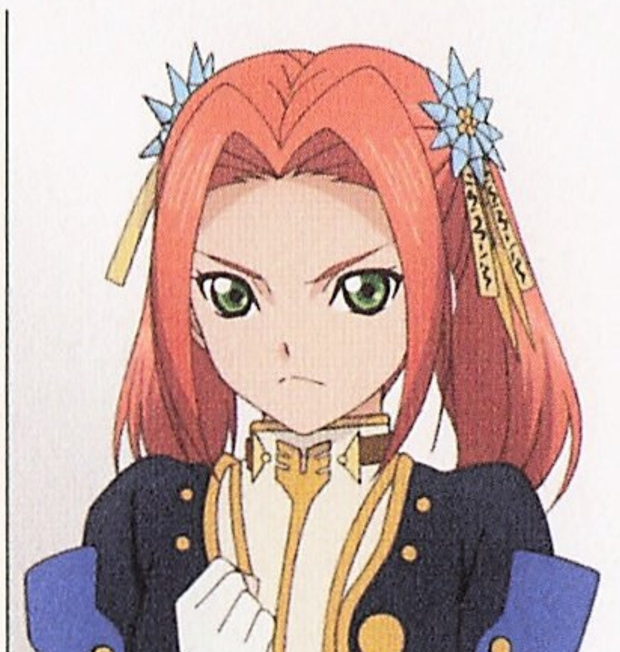
“Are you a Holy Servant (Seirei)?”



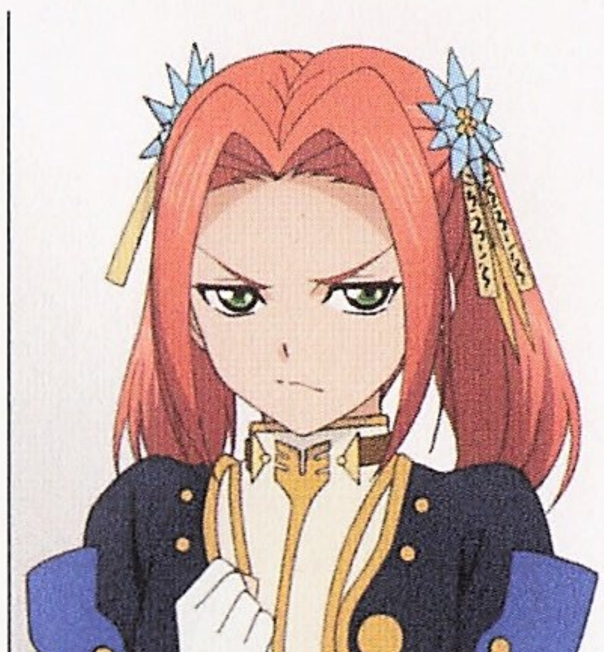
“Bienfu.” ……



“It can’t be...!”



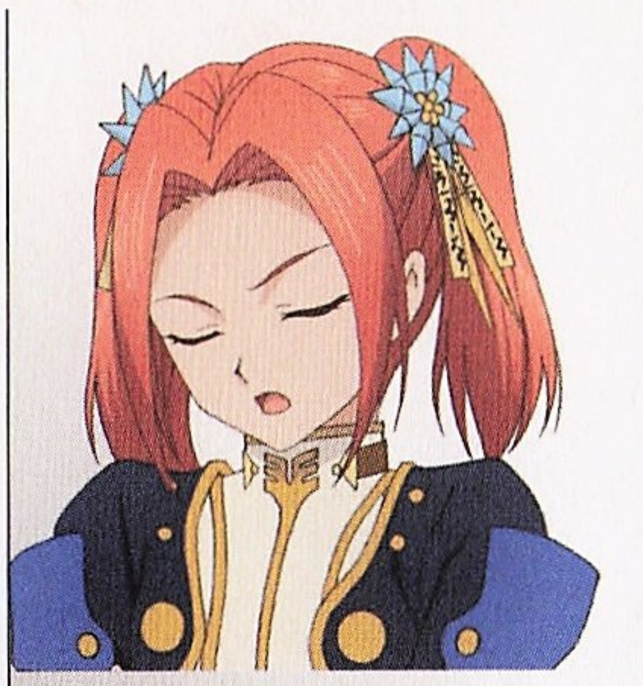
「I can't forgive this!」



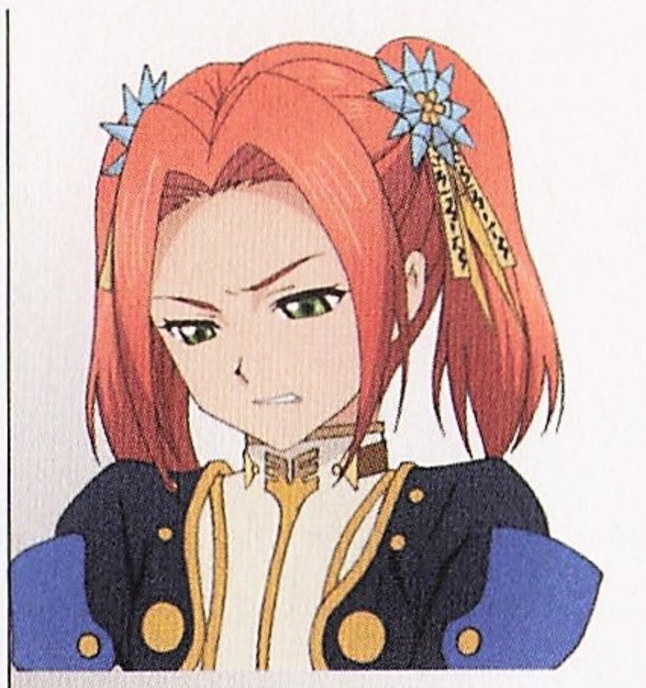
“How about you?”

“Should I mend the clothes?”

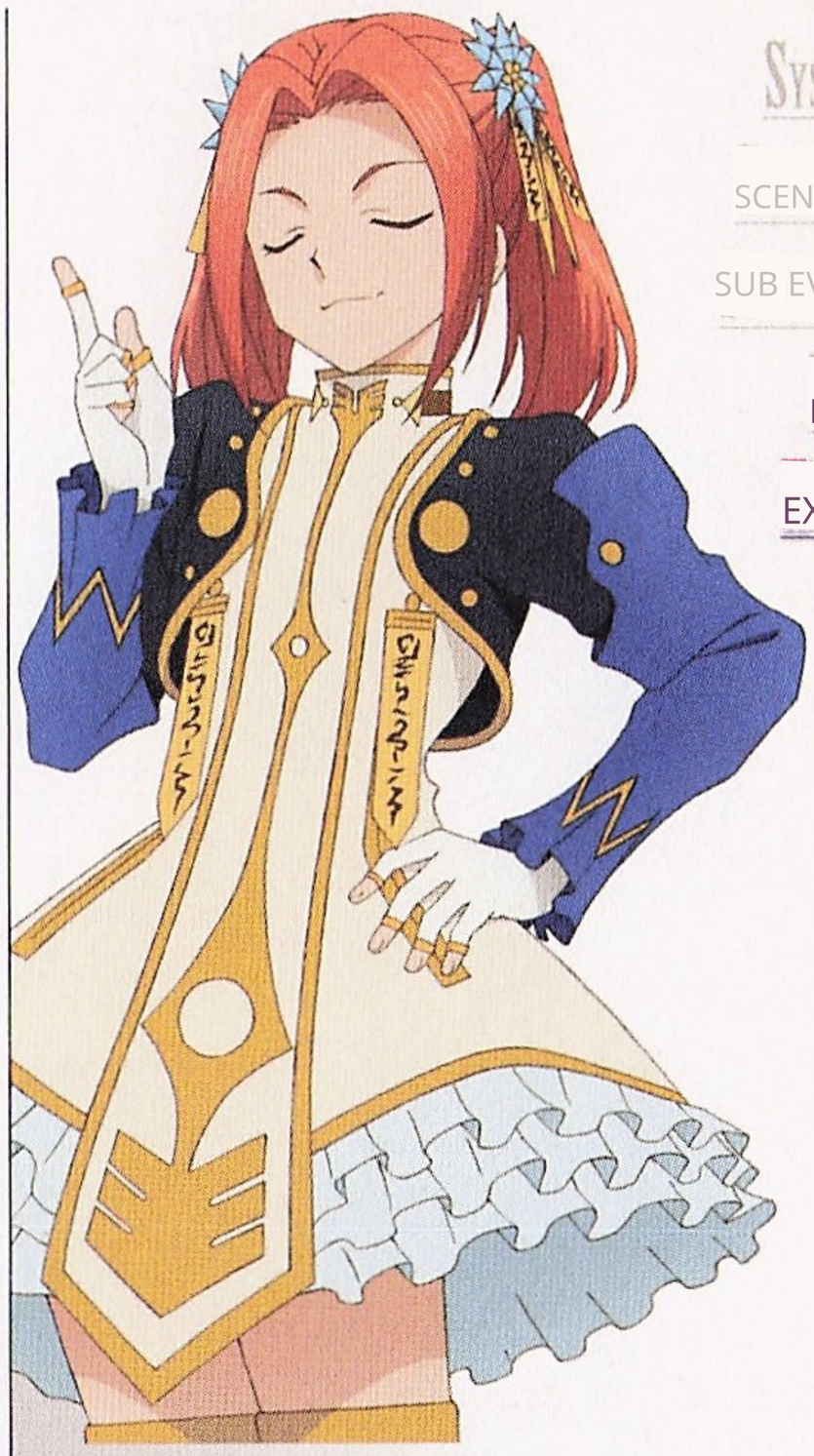
“That is....”



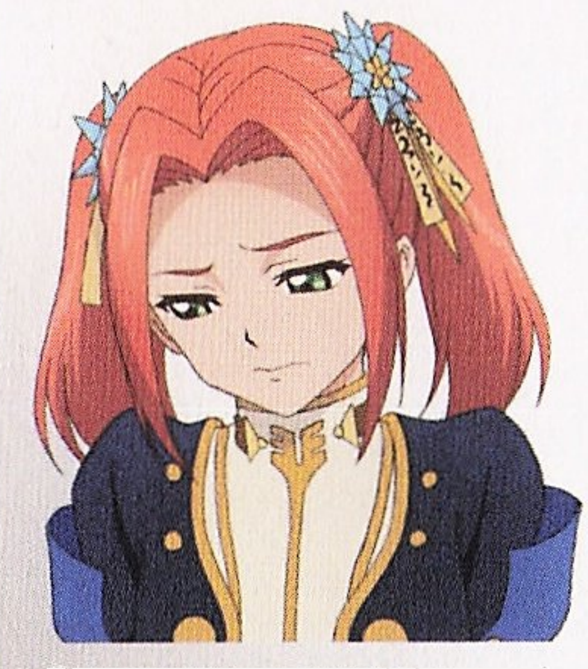
"It's not good, Raufsset."



"What is happening...?"

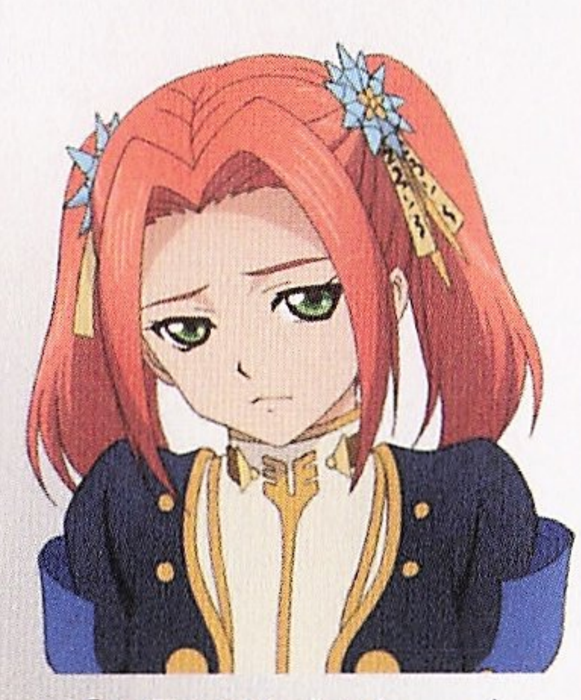


"Thanks to Lord Altorius."

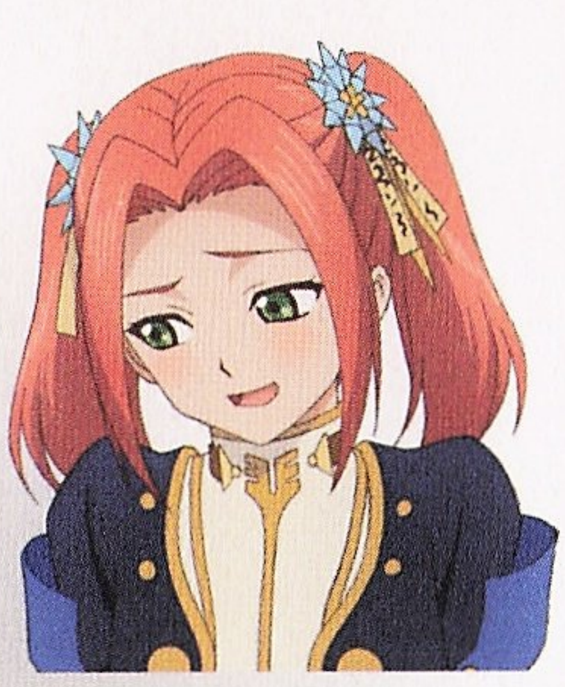


"Is it really the right thing to do...?"

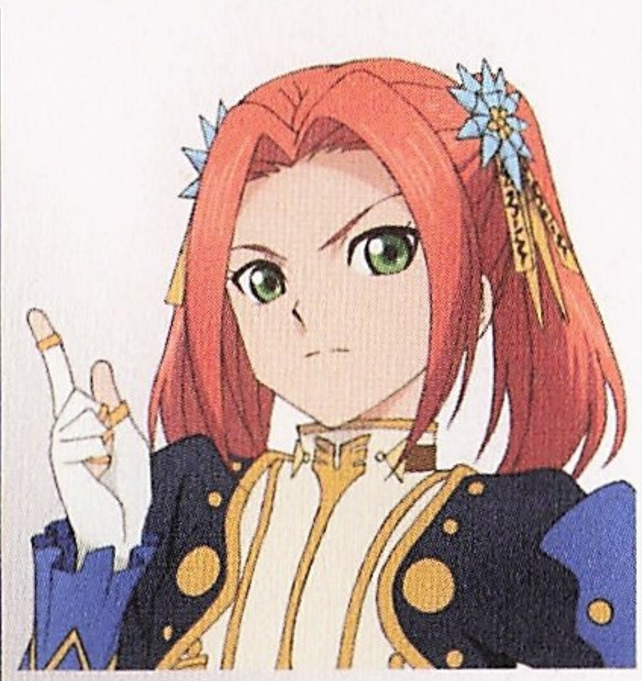
"Do you understand?"



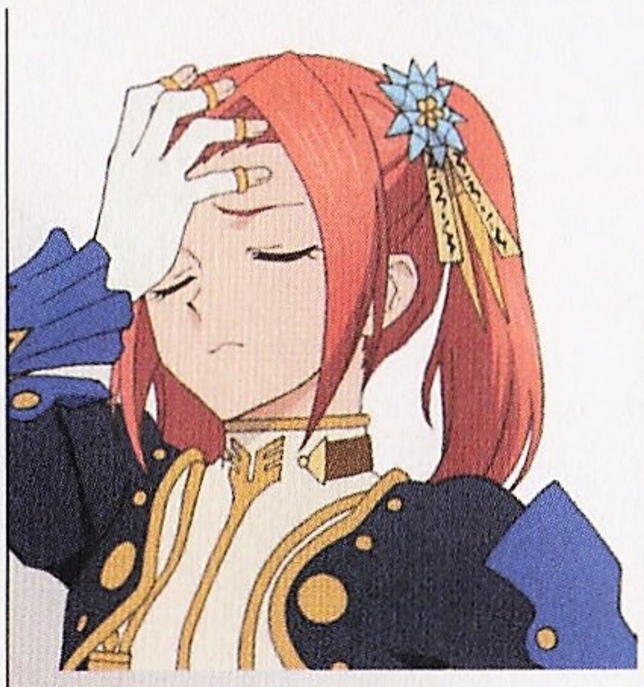
"If it isn't my mother....."



"It's like first love, or rather....."

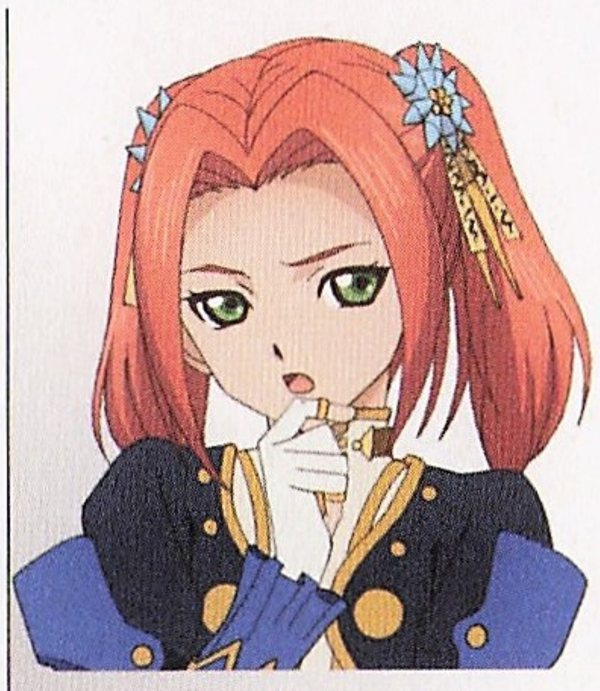


"Then let's do it this way!"



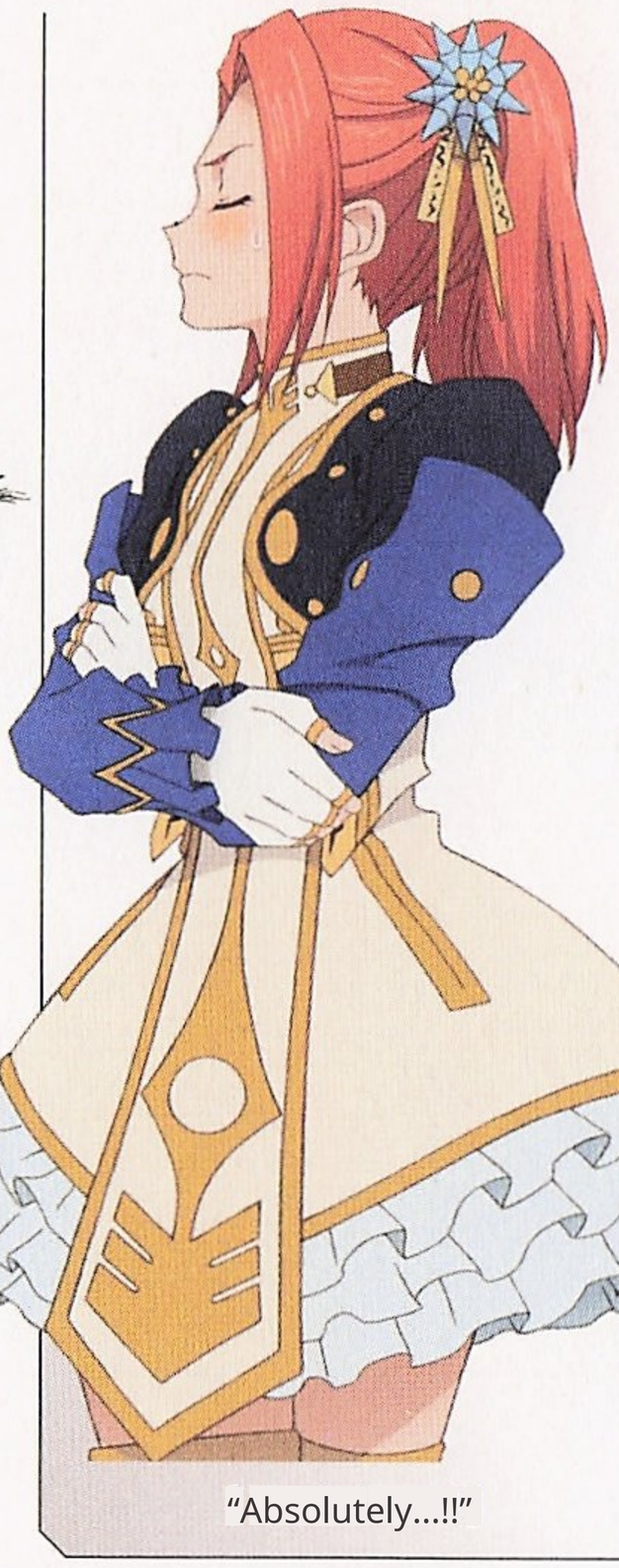
"Ugh.....!"

"Please, enough already!"

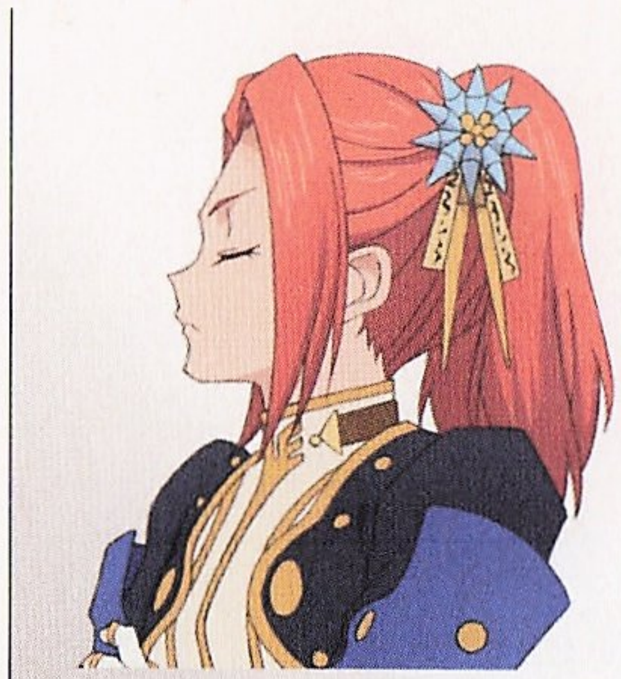


"This is strange."

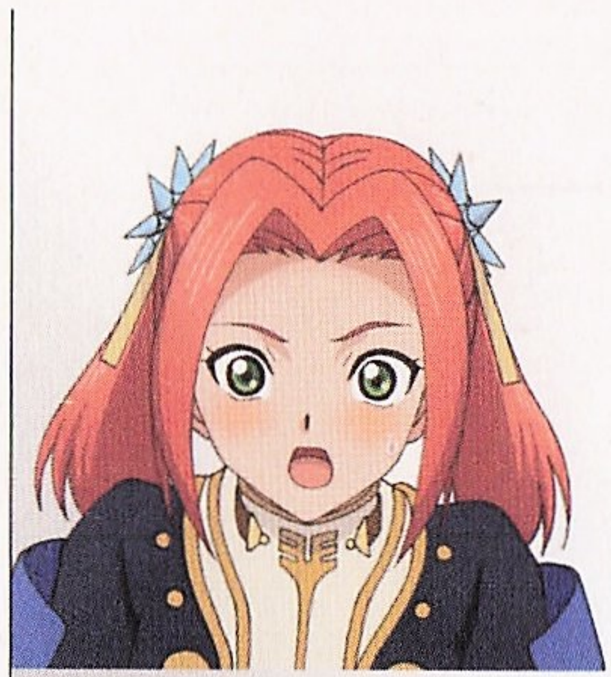
■Face Pattern



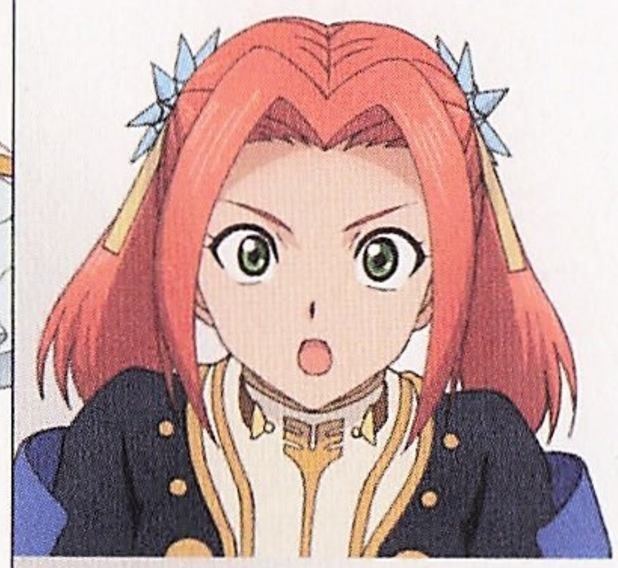
"Absolutely...!!"



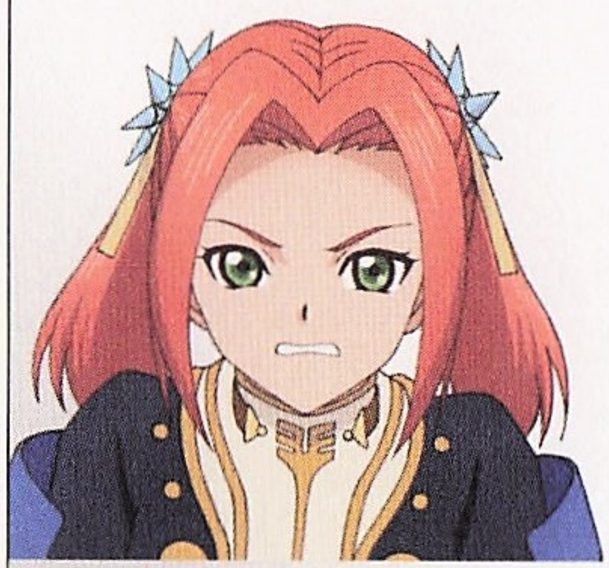
"I don't know!"



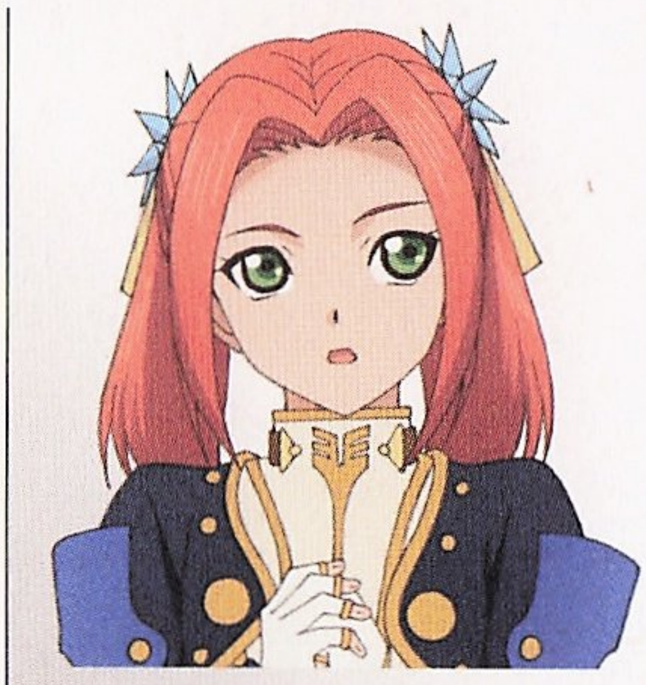
「What are you making me say?!」



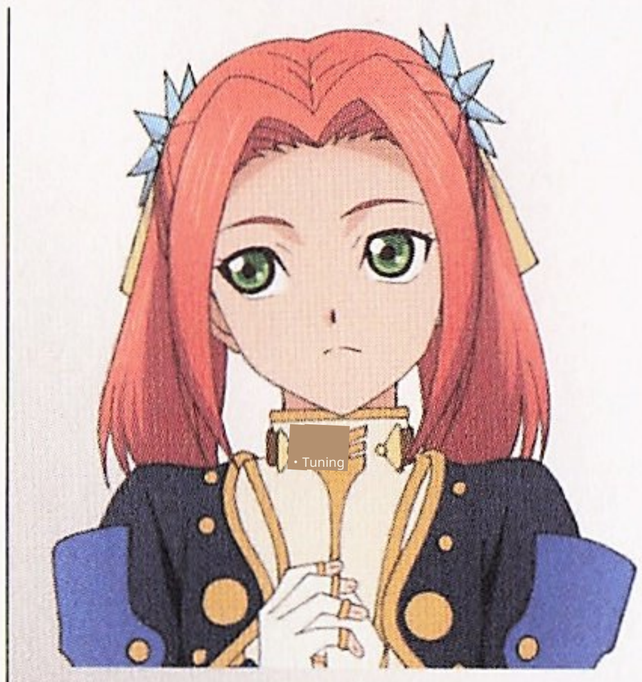
"I can catch 100 fish!"



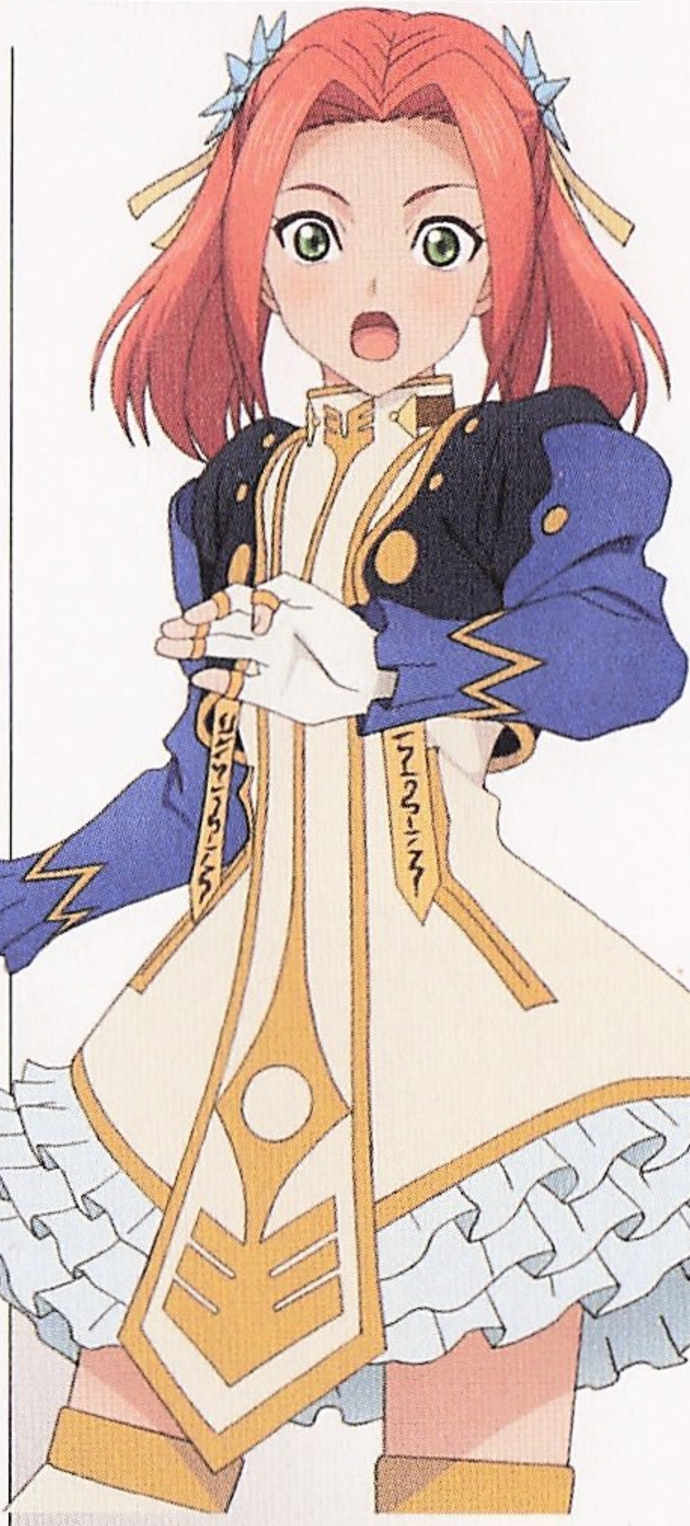
"Please tell me!"



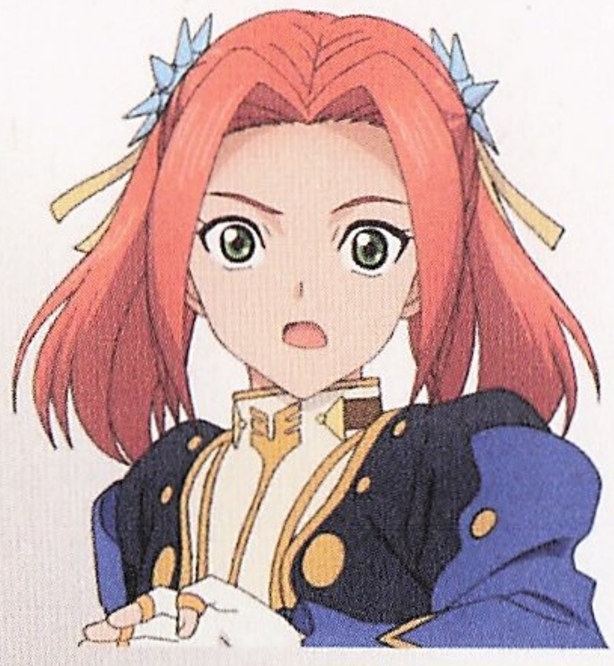
"This area is looking like... "



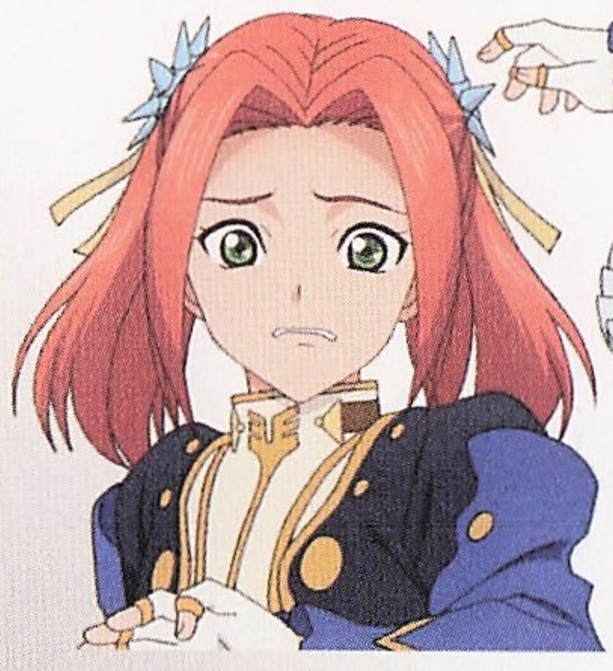
"I feel like I've heard that somewhere before."



"Is this a bath!?"

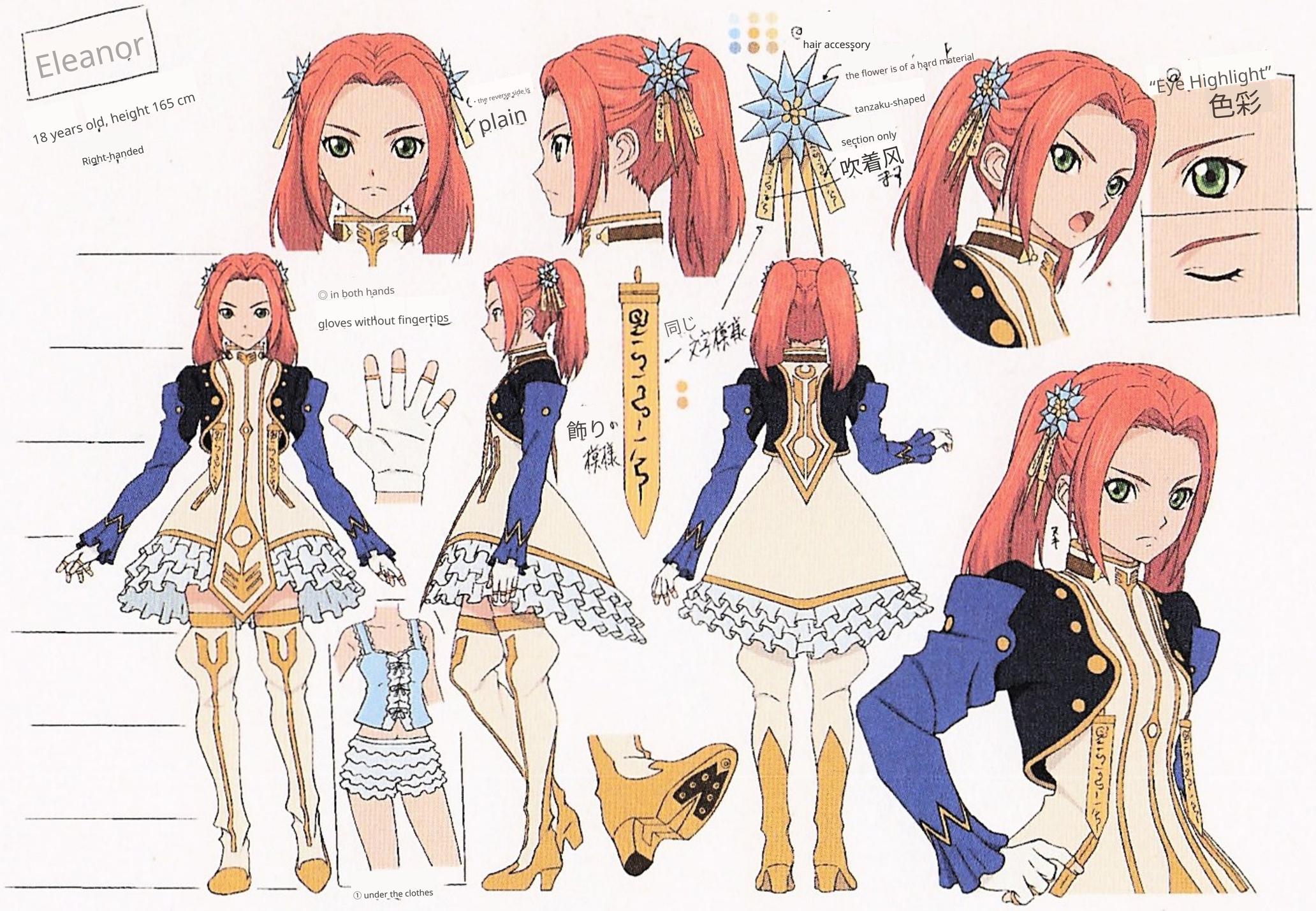


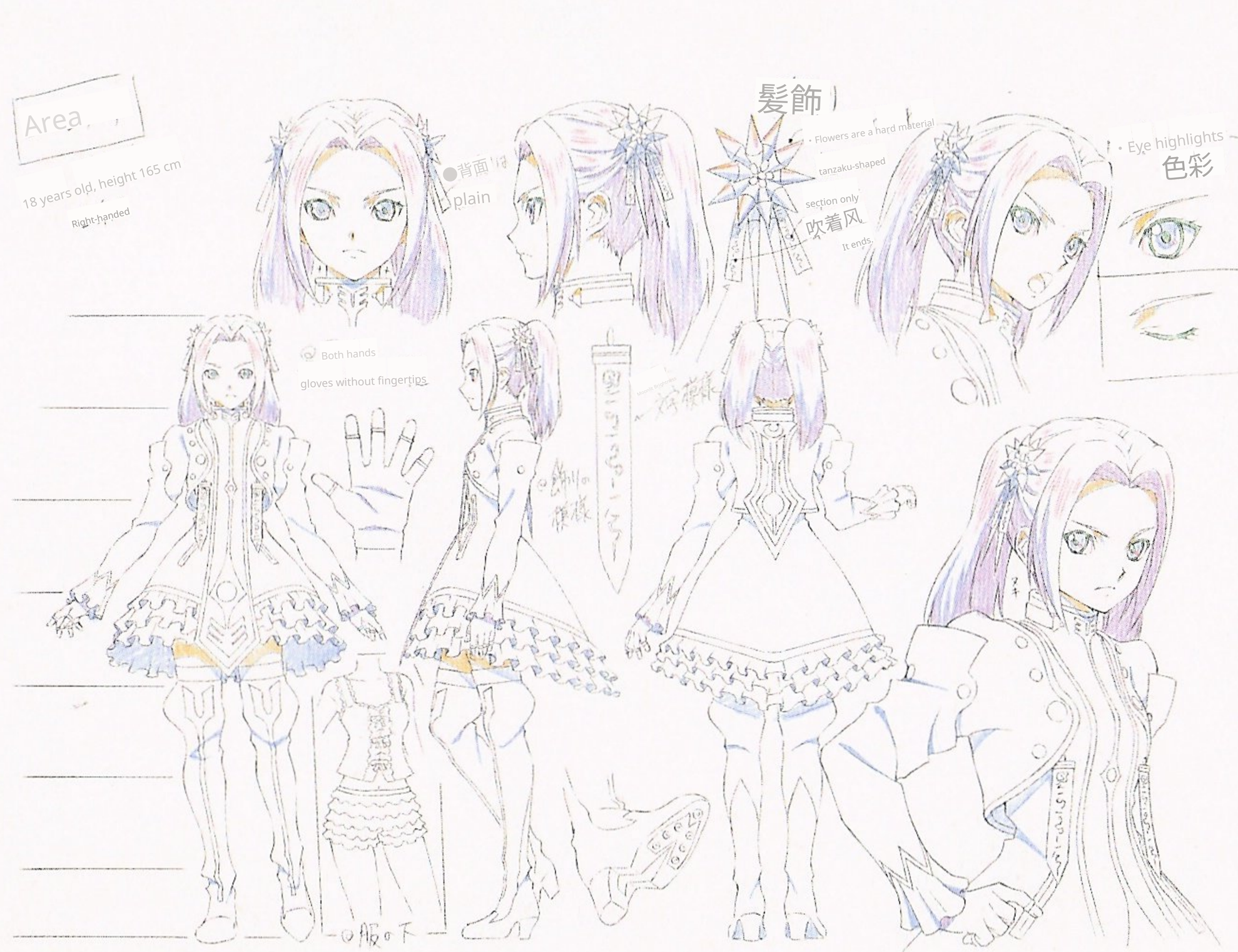
"This power.....!"



"Not possible... why....."

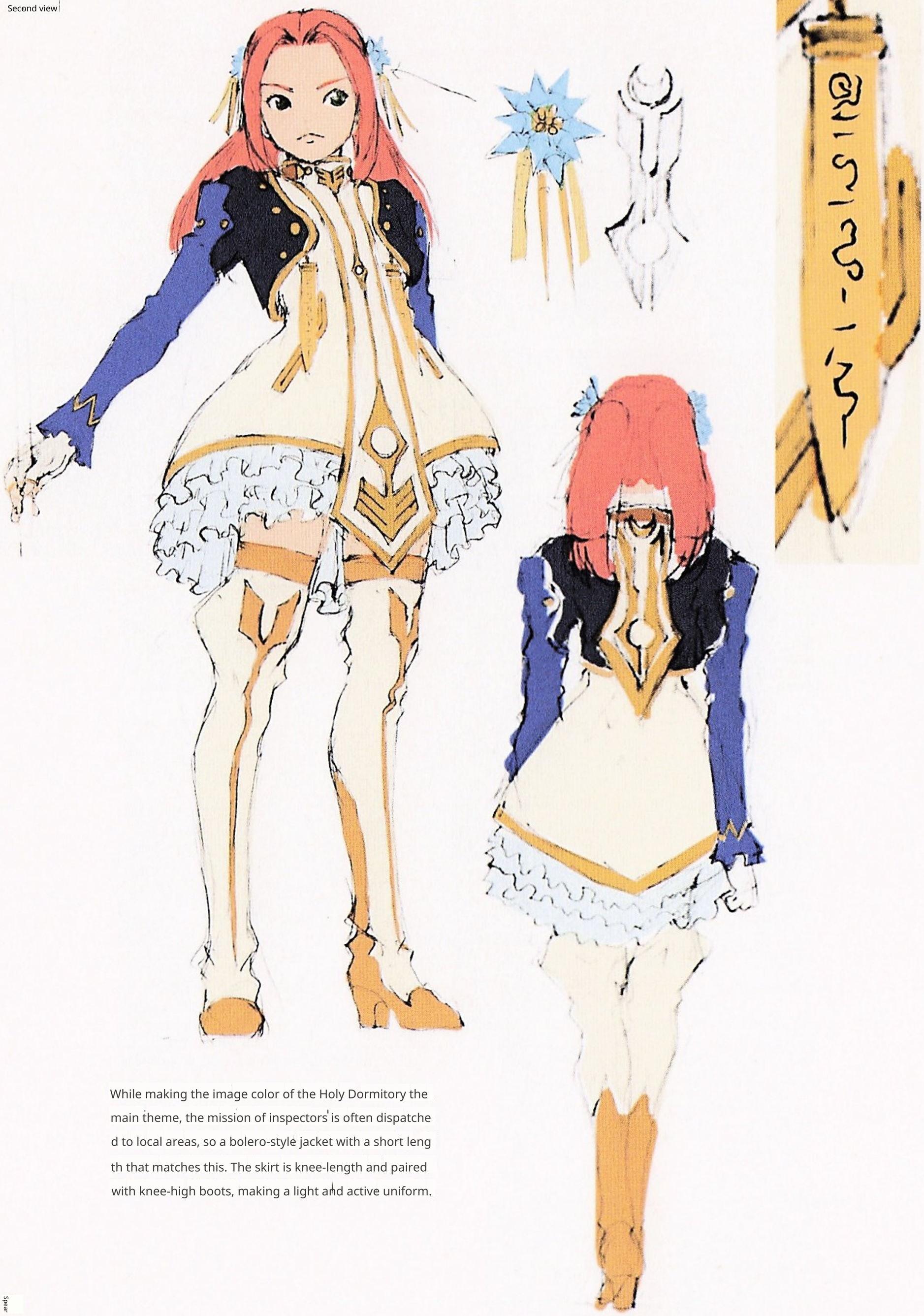
■ Animation storyboard





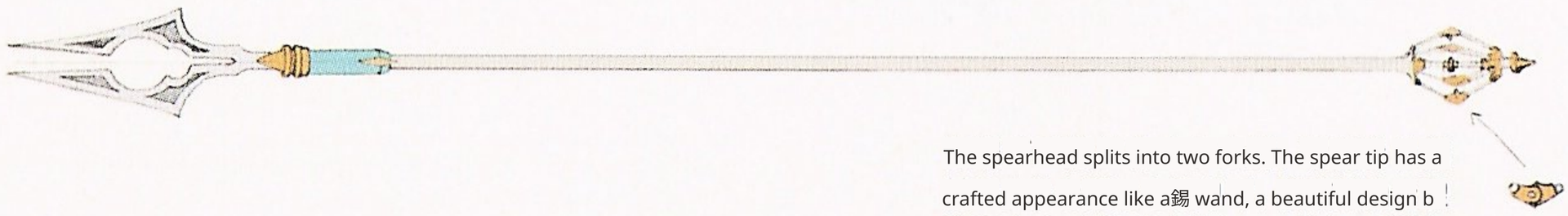
System
Scenario
Sub event
Data
Extra

▶ Second view



While making the image color of the Holy Dormitory the main theme, the mission of inspectors is often dispatched to local areas, so a bolero-style jacket with a short length that matches this. The skirt is knee-length and paired with knee-high boots, making a light and active uniform.

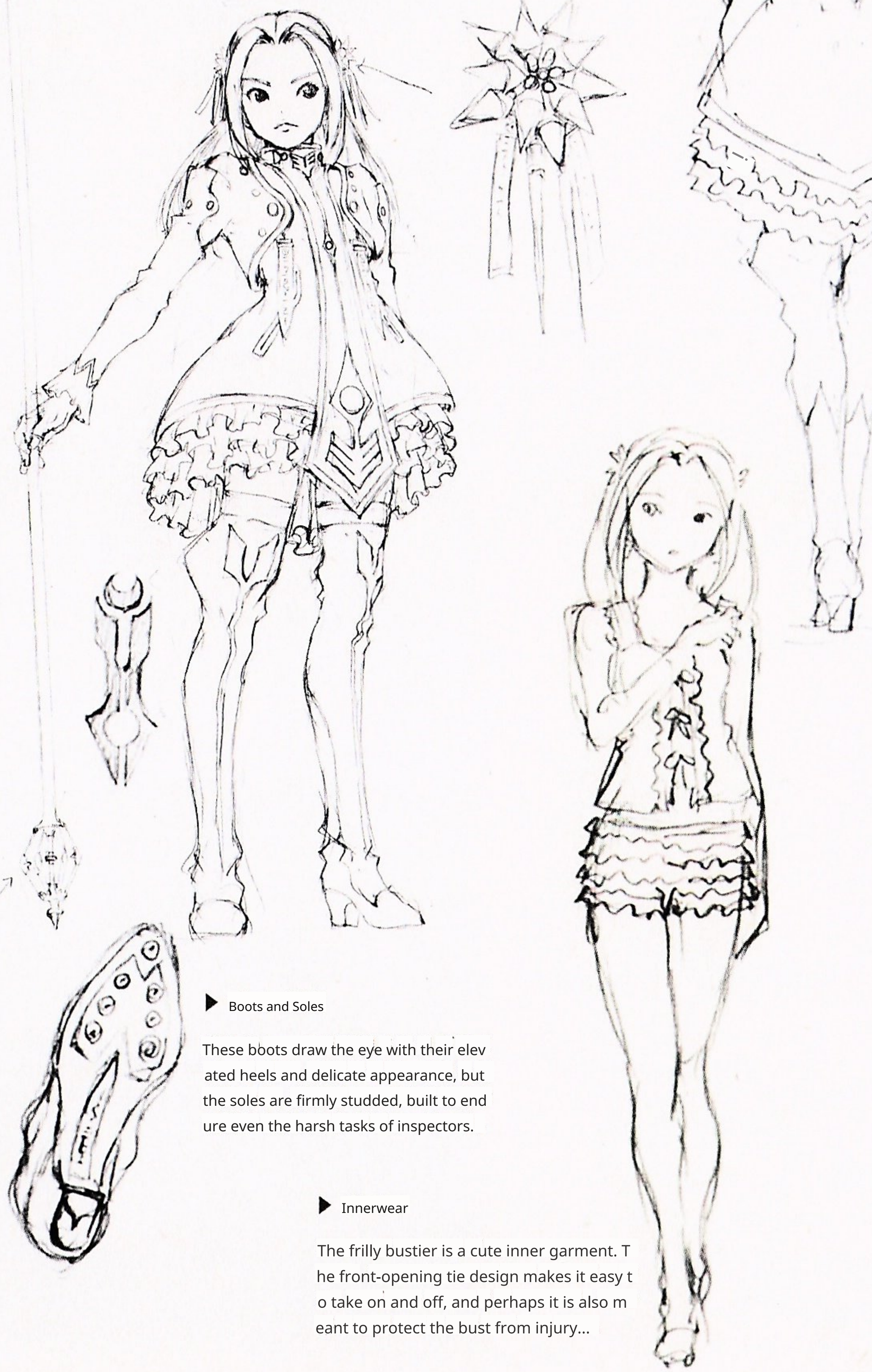
▶ Spear



The spearhead splits into two forks. The spear tip has a crafted appearance like a錫 wand, a beautiful design befitting the pure and holy image of the Holy Dormitory.

▶ Isometric/Orthographic View

From the line art before coloring, the details o f jackets with intricate structures are easy to understand. The hair ornament seems to sy mbolize the meaning of the name she bears, “ light,” taking on a sharp and beautiful shape.



▶ Boots and Soles

These boots draw the eye with their elev ated heels and delicate appearance, but the soles are firmly studded, built to end ure even the harsh tasks of inspectors.

▶ Innerwear

The frilly bustier is a cute inner garment. T he front-opening tie design makes it easy t o take on and off, and perhaps it is also m eant to protect the bust from injury...

※ Eleanor, the Shape of Humans, Saints, and the World

Saintly Patrol Officer — Assigned to the provinces to observe peo

ple's daily lives and leverage these insights for better Saintly activities

, a mission Eleanor passionately desired and took on. The demon's

The sadness of losing her mother and homeland to claws was somet hing she never wanted anyone else to experience again, and she has kept this in her heart. Yet in places where the Saintly Shelter's prote ction does not reach, there was poverty, resignation, and resistance. While the demon's harm continues, not everything can be protected.

Realizing her powerlessness, she bites her lip at the desolate scenery, tears welling up.

げんじつ
「This is... reality

か
"It was just something I could bite down on."

However, even if I am not powerful enough, the archmage A r t o r i u s (Artrius? The name in text: アルトリウス) always puts t he people first and has driven away calamities. He is a savior an d a mentor. Therefore, against such a great figure, the demon V elvet who dares to raise a blade is undeniably a source of misfor tune. The mastermind who plunged the port town into chaos, an d the nemesis who was outwitted twice. While fighting to protect Artrius, they fell into the Spirit Vein together and were surround ed by a faction of the demon, with all hope lost, yet she bravely r aised her face and proclaimed boldly to the hateful demon.

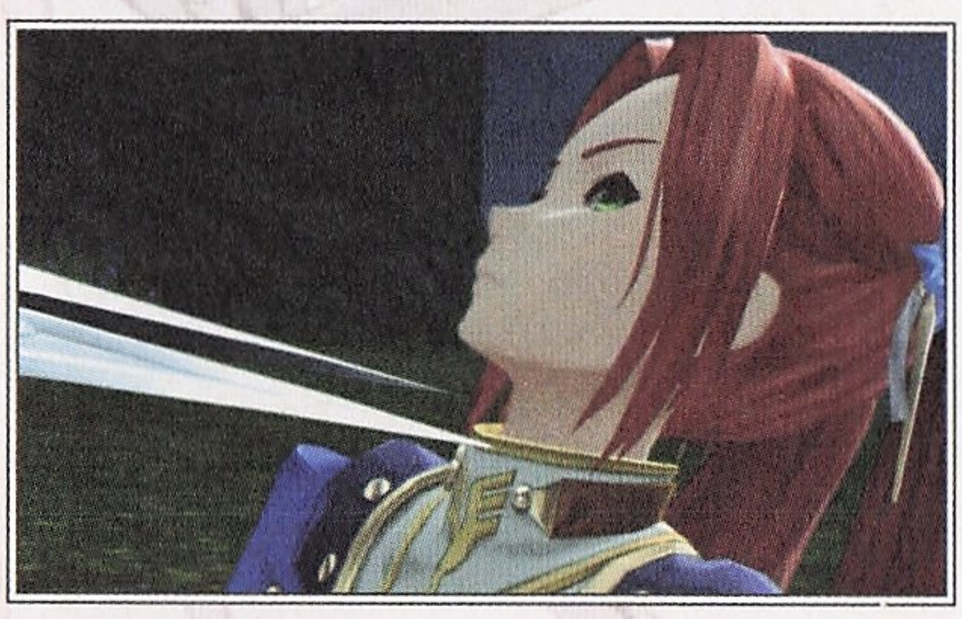
Gouma
"Demonic Velvet!"

ketto u mou
I challenge you to a duel!

In the duel with Velvet, she met inevitable defeat, and, outwardl y, Eleanor served as the vessel of the Saint Slaves Reichset, while in reality she moved as a spy for the Holy Lodge alongside the group. Betrayed by former allies who called her a traitor, the true intent o f the Holy Lodge, seen from the shadowed, sunless side, struck her with unexpected darkness and shame, leaving her perplexed. To sh ake off her hesitation, she delivered a fatal blow to the demon Mah ina. The single blade she swung, which she herself wielded, cast a burden of irreplaceable sorrow upon Maona, her daughter who ha d become a demon, forcing her to bear the loss of her mother. Wh en Maona cried that her monstrous form meant she was abandone d by her mother, Eleanor saw a reflection of her past self. If there is kindness that worries about the wound in her own chest, then app earances do not matter. The comrades, too, are moved to love Mao na in that way, as they wipe away the innocent girl's tears.

I Shinpai やさ
"To you, who kindly worry about me"

Who kow omo
Who would think that I am scary?



Eleanor's faith story

The existence of the Holy Lodge, which she believed to be absolute justice, gradually wavered inside Eleanor. AltoRius's philosophy, which valued the whole over the individual, uns elfishly saved many and threw away everything, was noble. But in truth, there was a mechanism that deprived people of their emotions to purify the dirt by stealing feelings from the hearts of those who commit karma, turning people into less than human. In a world dyed with the loss of emotions, Elea nor can remain unchanging at heart. That is thanks to the co urage to face reality, the integrity to acknowledge human co ntradictions, and the Lifiset. Lifiset, which grants power to El eanor as a vessel, supports her straightly with a strong and gentle heart that wishes to make everyone happy.

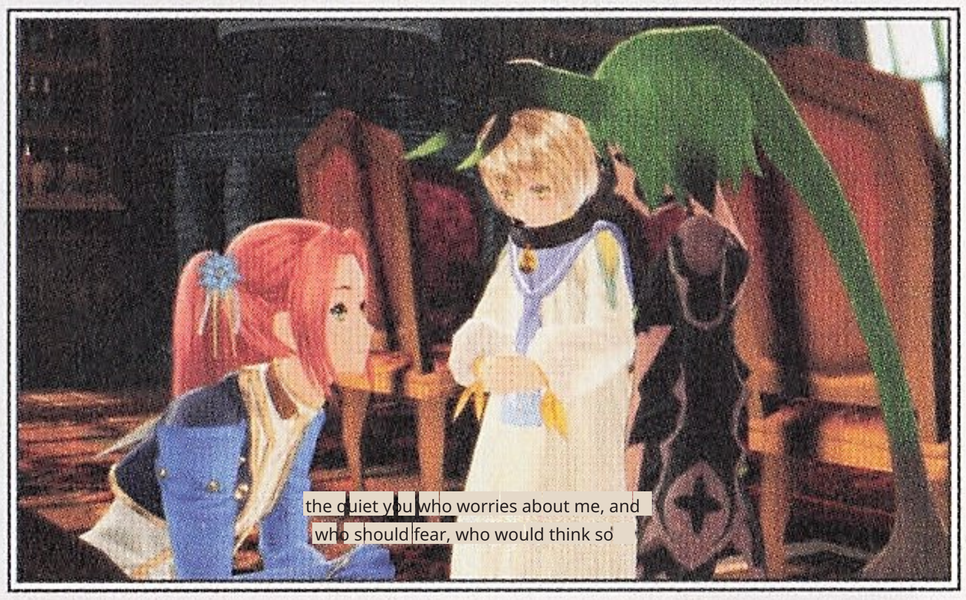
“Thank you, Laifisset.”

power I kokoro

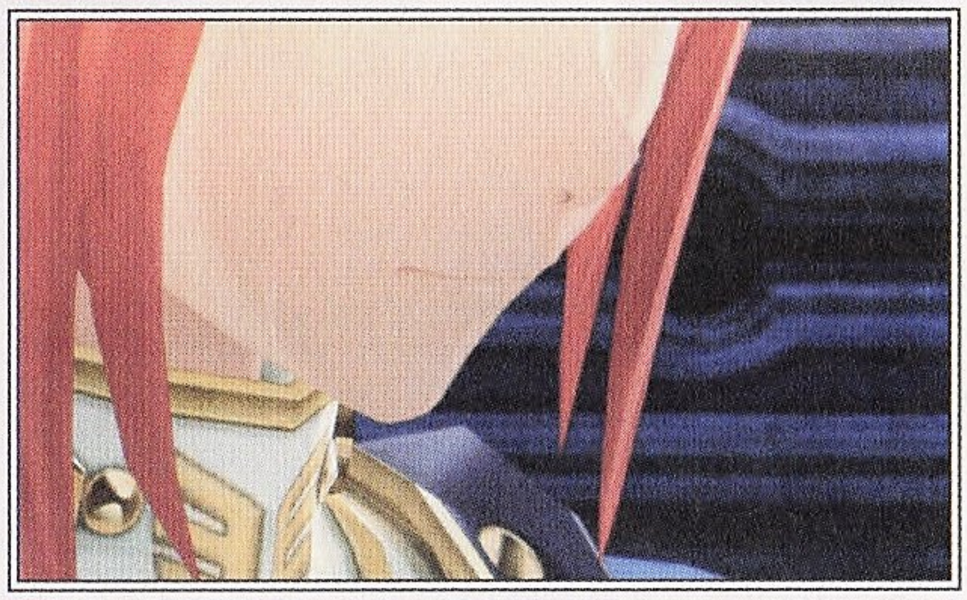
Your power surely protects my heart

guard

for me, guardian to keep watch



People inevitably generate karma. If they become easily selfish and neglect prayers to the Saint, they will lose bot h protection and power. Human history repeats this over a nd over, and each time canons temple tears everything ap art to protect the world. Yet the hearts of those who love p eople, shed tears, and live with that longing are genuine. T here must be a way for humans, karma demons, and saint s to coexist. Eleanor makes up her mind. To build a world where no one has to cry. No matter how many generation s pass, she believes in the day when prayers are full.



I M

“What should I do? I will find it.”

Bien

ビー

Bienfu

Nao Nagasawa

CV: Nanao Nagisawa

Gender: Male? Race: Holy Slaves

Race: Holy Slave One person pronoun: Boku

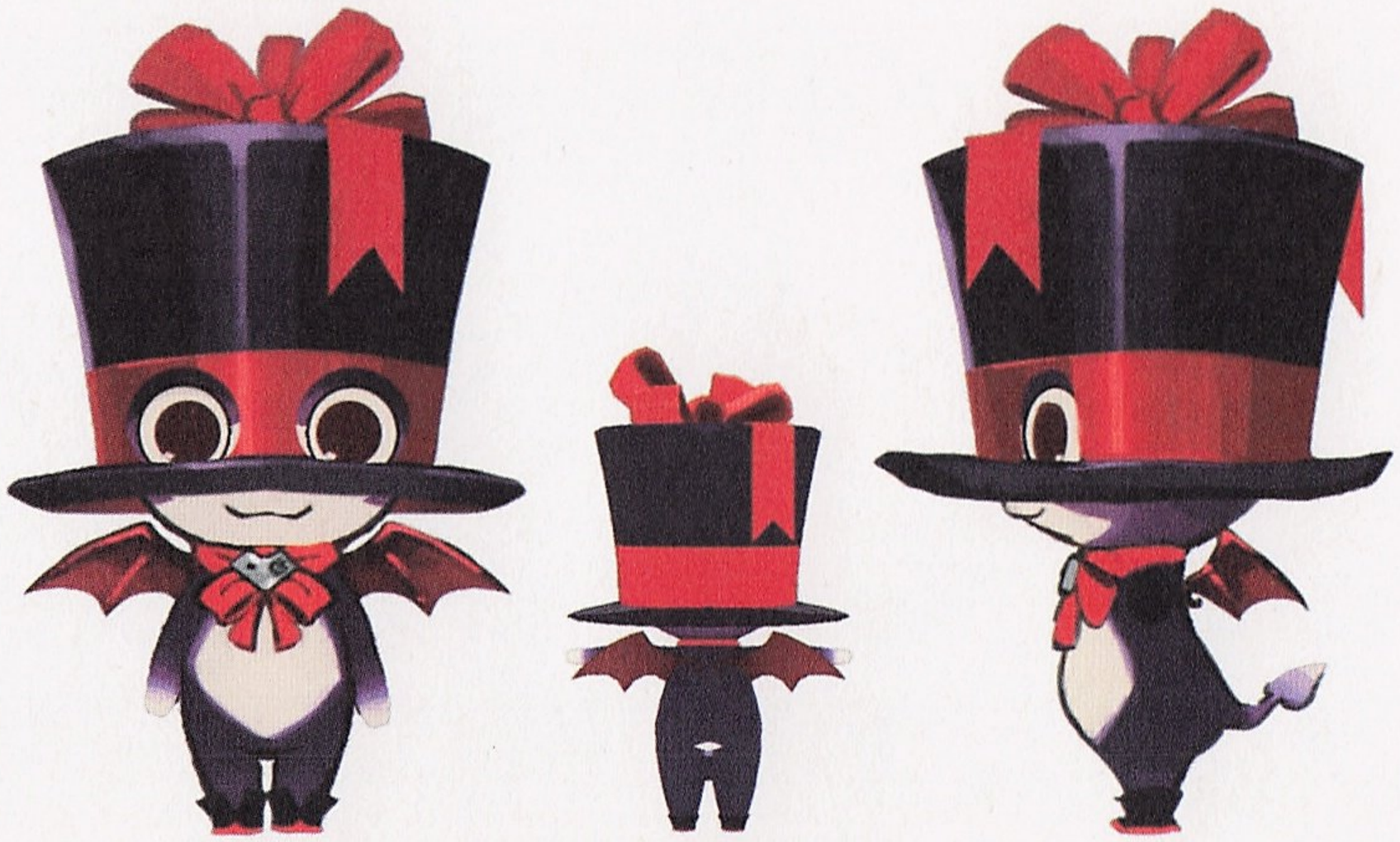
"Bien~! Another few days of bad luck

Returned here again, fu~!

He is a special clan known as Norumin, a Holy Slave. Originally escaped from his master Magiru, and became the summoned Holy Slave of Eleanor, but Magiru captured him and he will be subjected to harsh treatment again

He will spend days in misery. His appearance, wearing a hat pulled down over his eyes, is said by himself to be a charm point; even when dismissed, he stands his ground stubbornly and is quite the schemer.

■ Character concept art



■Face Pattern

アルトリウス・コールブランド

Artrius Callbrand

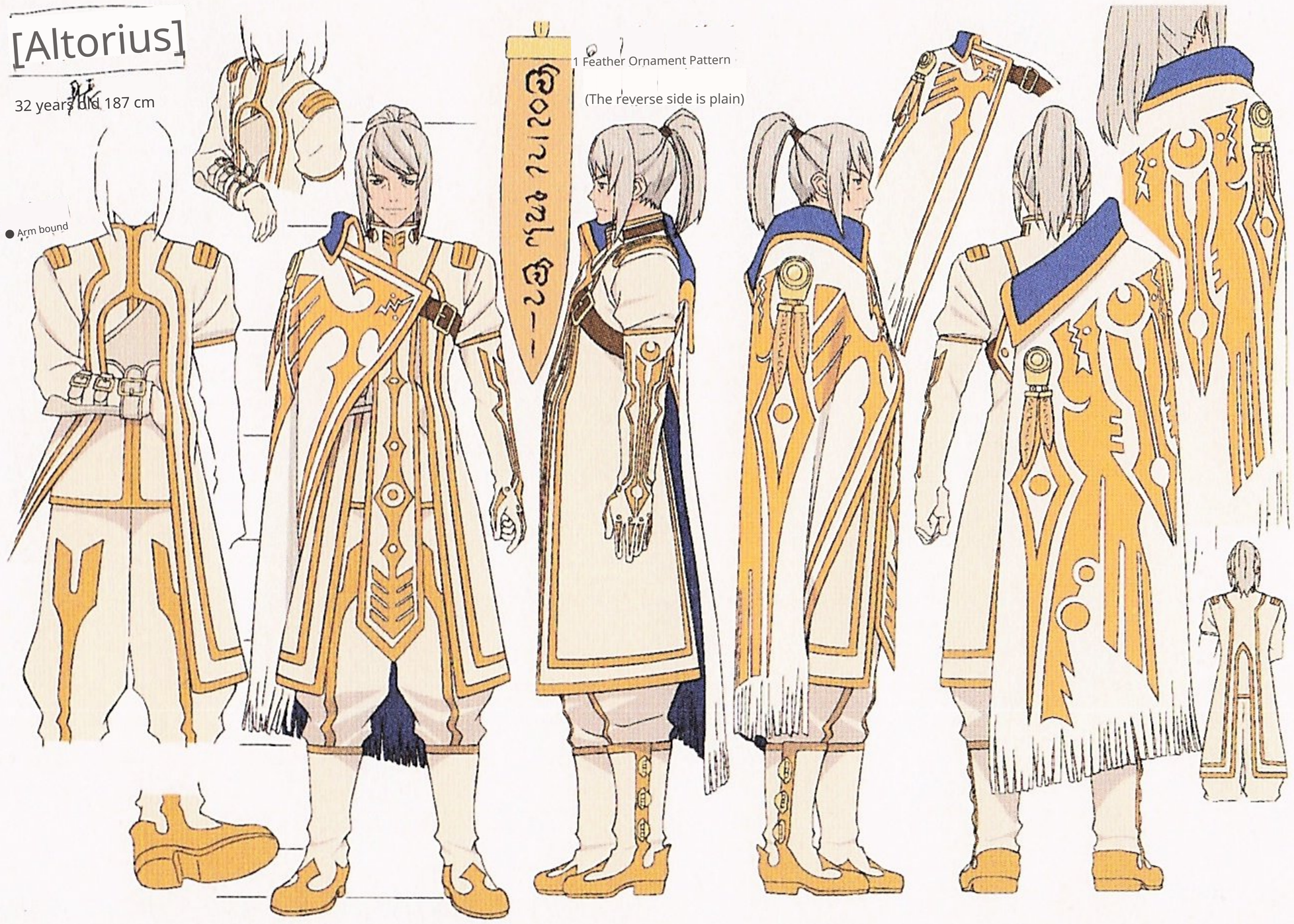
Horiuchi Kenyu
CV: Kenyu Horiuchi

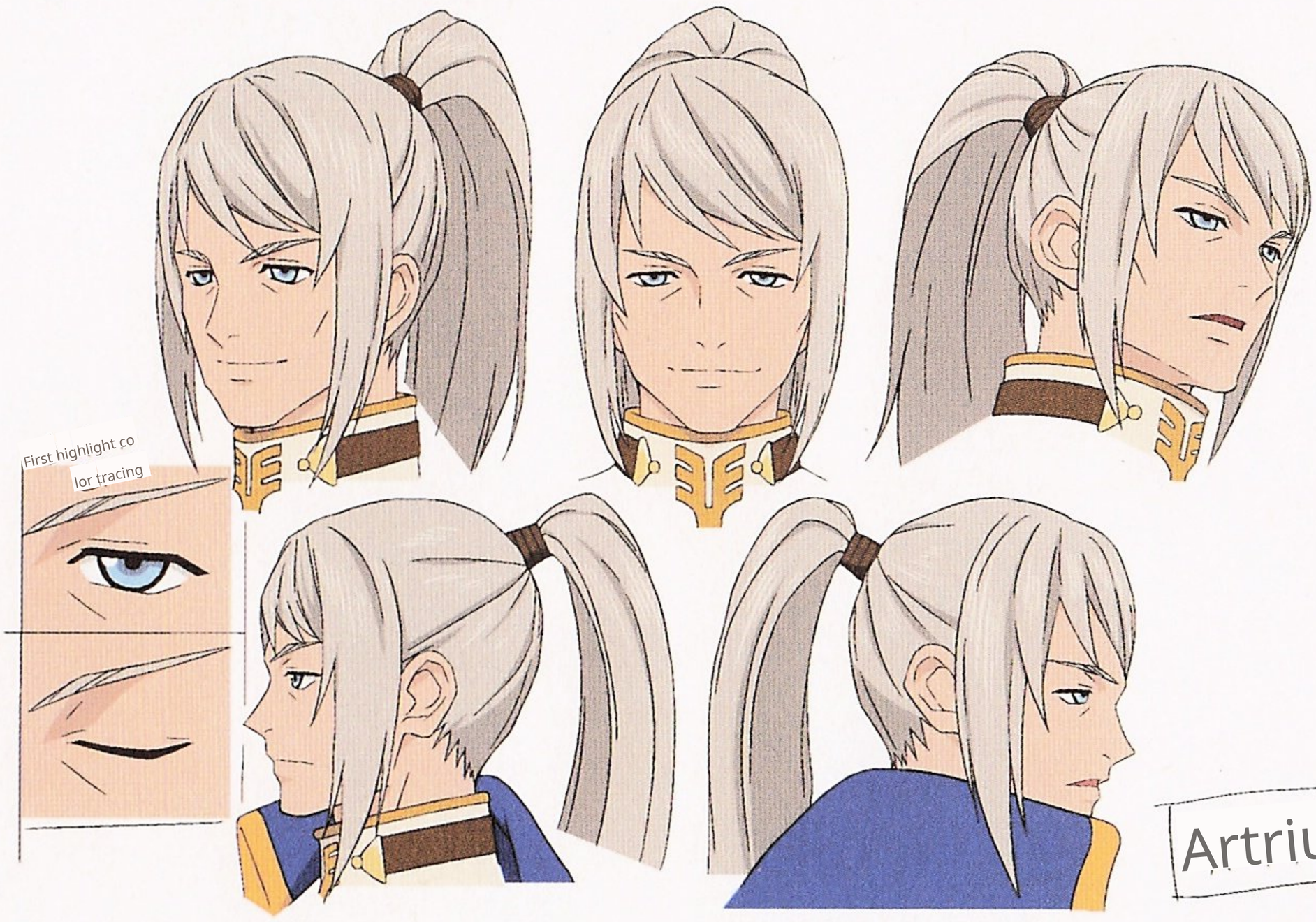
"I swear! My body and life,
"Offer it to the complete people."

As the supreme head of the Holy Dormitory and the f oremost demon-slayer capable of repelling countless fiends, I pledge to follow Reason and Will to protect t he world from the calamities of fiends, bearing the le gendary title of "Guide," and I am ardently supported.

He is the widowed brother-in-law of Velvet's late sist er Celica, and Ivalife, the lifeshield of the sacrificer o n the Day of Descent three years ago, is his sister-in-law by marriage. However, the truth behind the inci dent that cost family members will never be spoken.

■ Animation storyboard





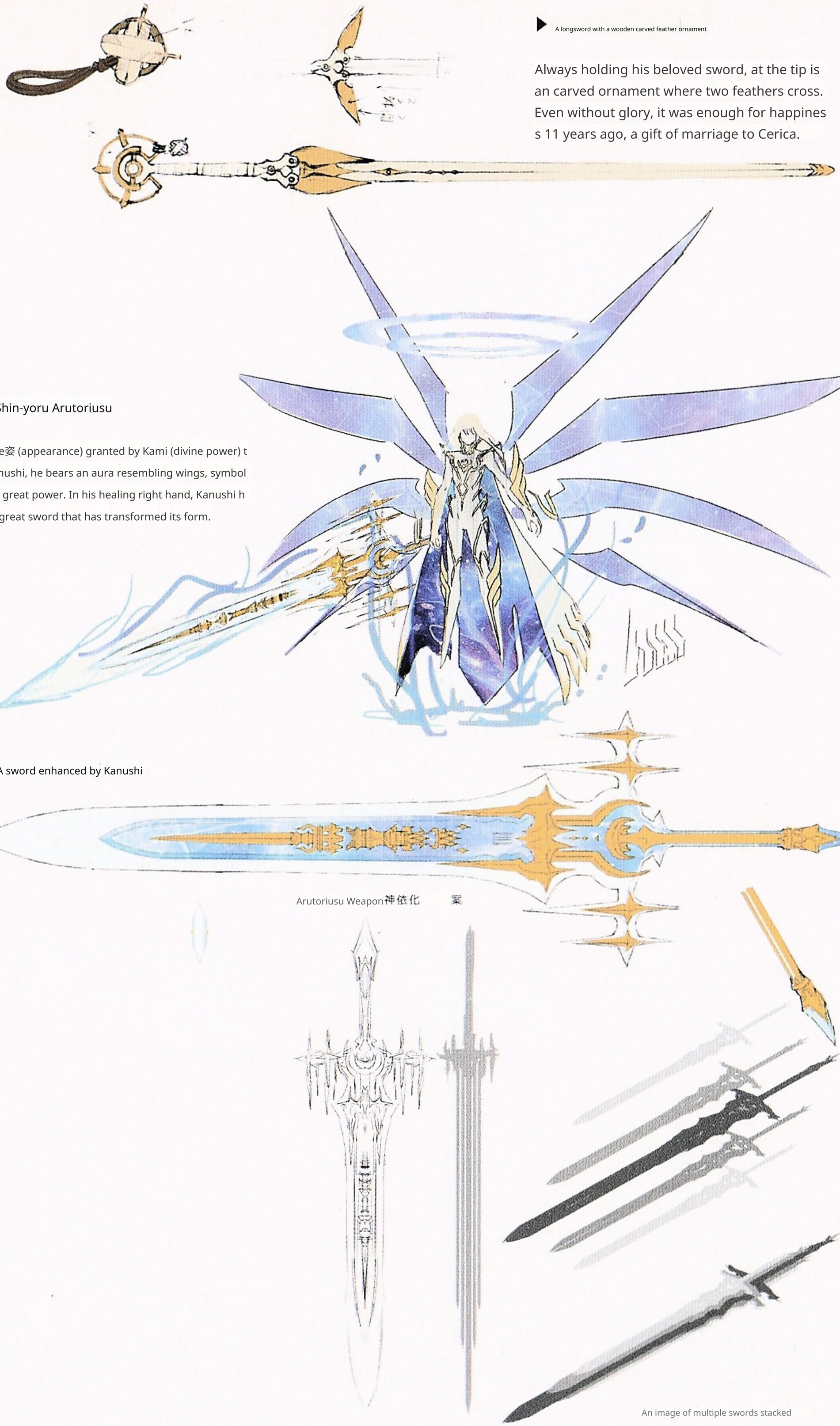
■Character design sheet

▶ Second view

▶ Haori - Details

As a spear-wielding demon hunter and also known as a mentor, his attire is luxurious, resplendent, and imposing. To shield his injured dominant right hand, a mantle covers deeply from the right shoulder to the chest.

▶ Under the cloak - Details



A longsword with a wooden carved feather ornament

Always holding his beloved sword, at the tip is an carved ornament where two feathers cross. Even without glory, it was enough for happines s 11 years ago, a gift of marriage to Cerica.

Shin-yoru Arutoriusu

In the姿 (appearance) granted by Kami (divine power) t o Kanushi, he bears an aura resembling wings, symbol izing great power. In his healing right hand, Kanushi h as a great sword that has transformed its form.

A sword enhanced by Kanushi

Arutoriusu Weapon神依化　　案

An image of multiple swords stacked

Arthur

Arthur

Altorius of the Avall Village Era

Altrius, who arrived at the village of Abar in despair after losing his master, discarded his name and lived simply as "Arthur." However, after losing his beloved wife Celica, beneath his calm smile, he hardened a painful resolve to stop the world's pain.

■ Face Pattern

"Shall I trust my disciple's skill?"

"That is the reality of 'principle'."

"But then—"

"I know."

"Someday we will meet ruin."

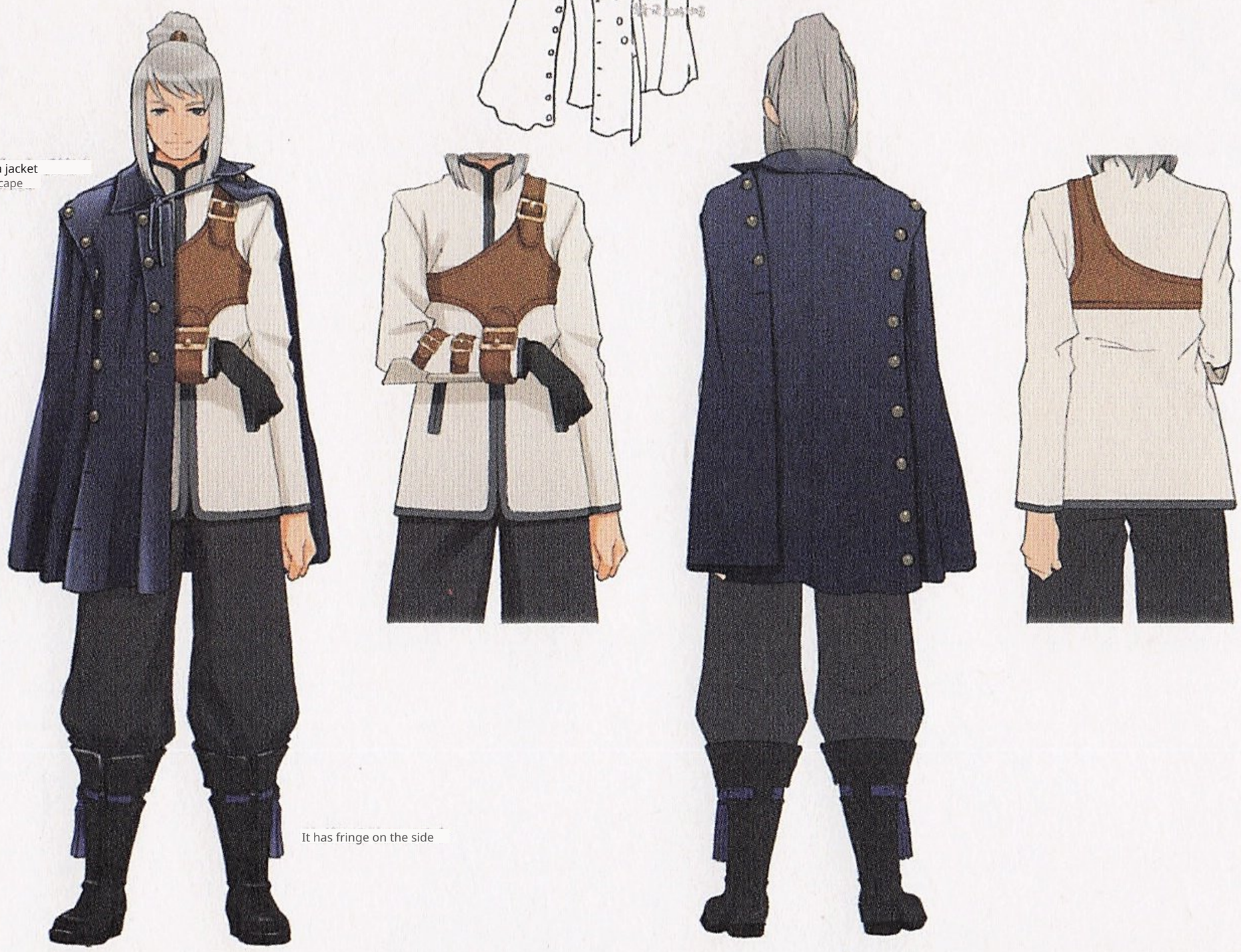
"Is this another emotion that should be cut off?"

Structure

Is it like this...?

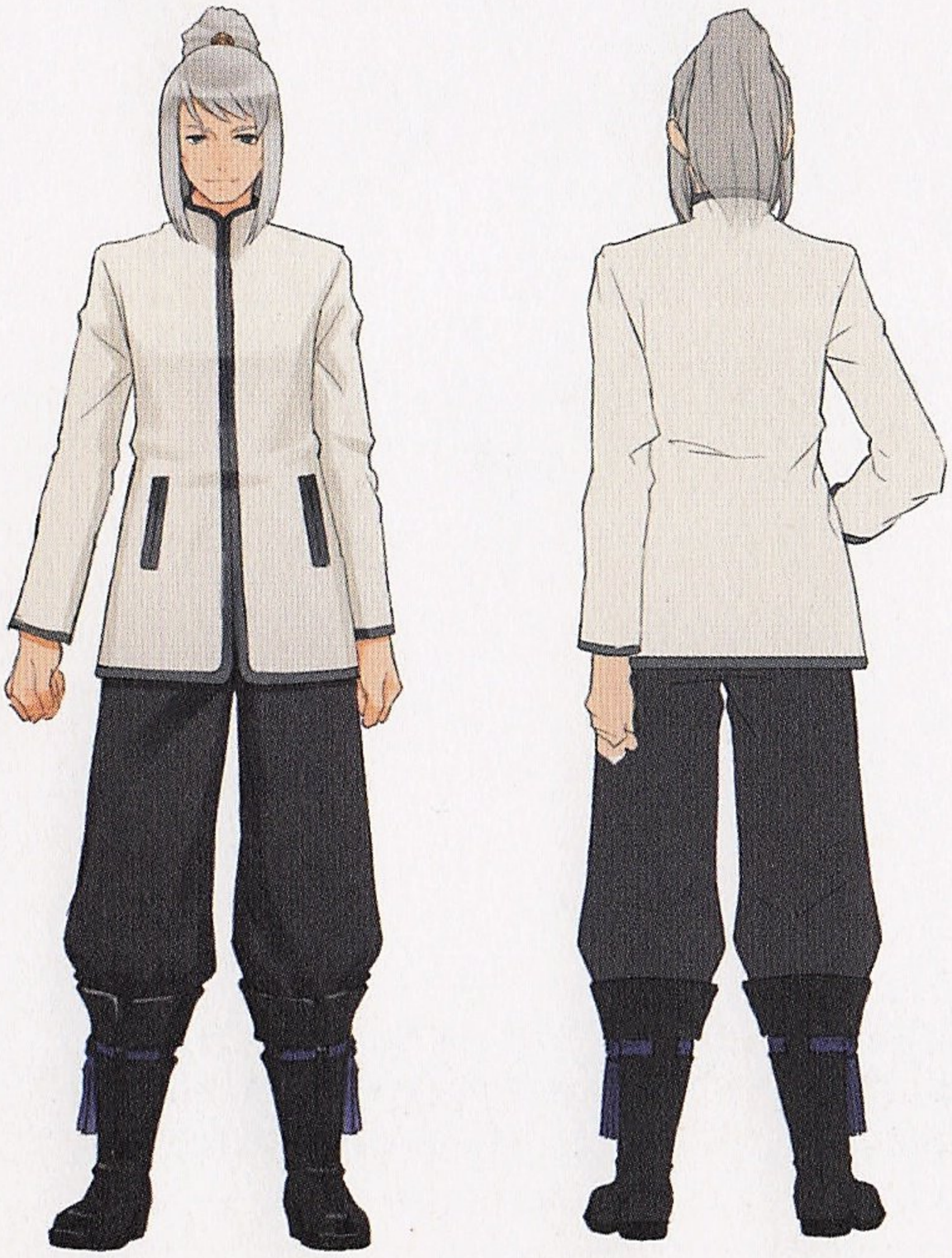
Second view

Not a jacket
It's a cape



It has fringe on the side

In Altorius during the Abal Village era, he wore a simple cape. He fixes his motionless right ha nd with a leather strap. The cape's collar is fast ened with a bow to prevent it from flapping.



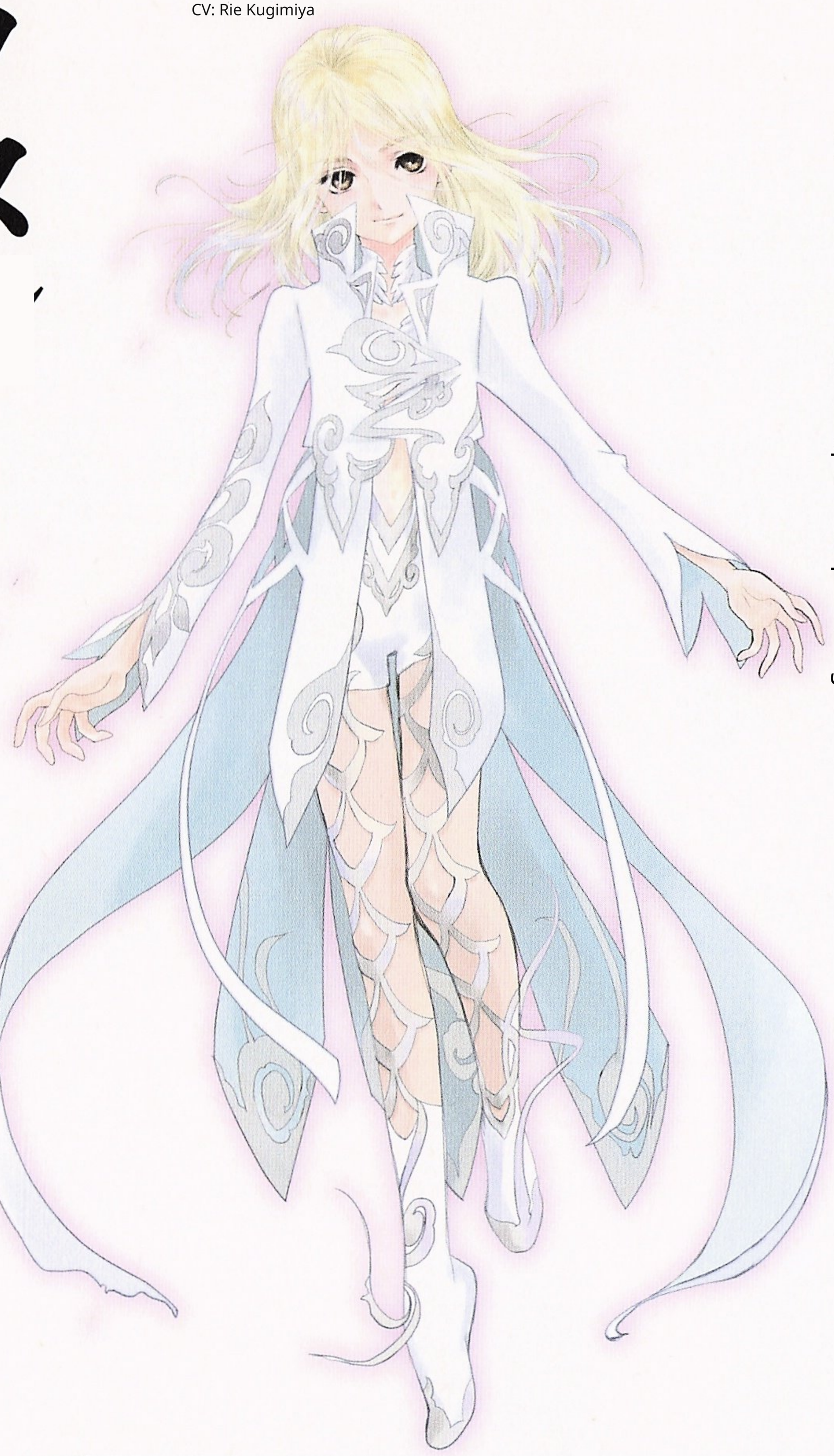
Under the cape

In shirt form as a demon-slaying warrior unifo rm. After Celica's death, for him who secretly kept in contact with the Holy Hall, perhaps thi s demonic-slayer attire was his identity.

K Kanonushi

カノヌシ Shi

Kugimiya Rie
CV: Rie Kugimiya



"Because that kind of ego is precisely what..."

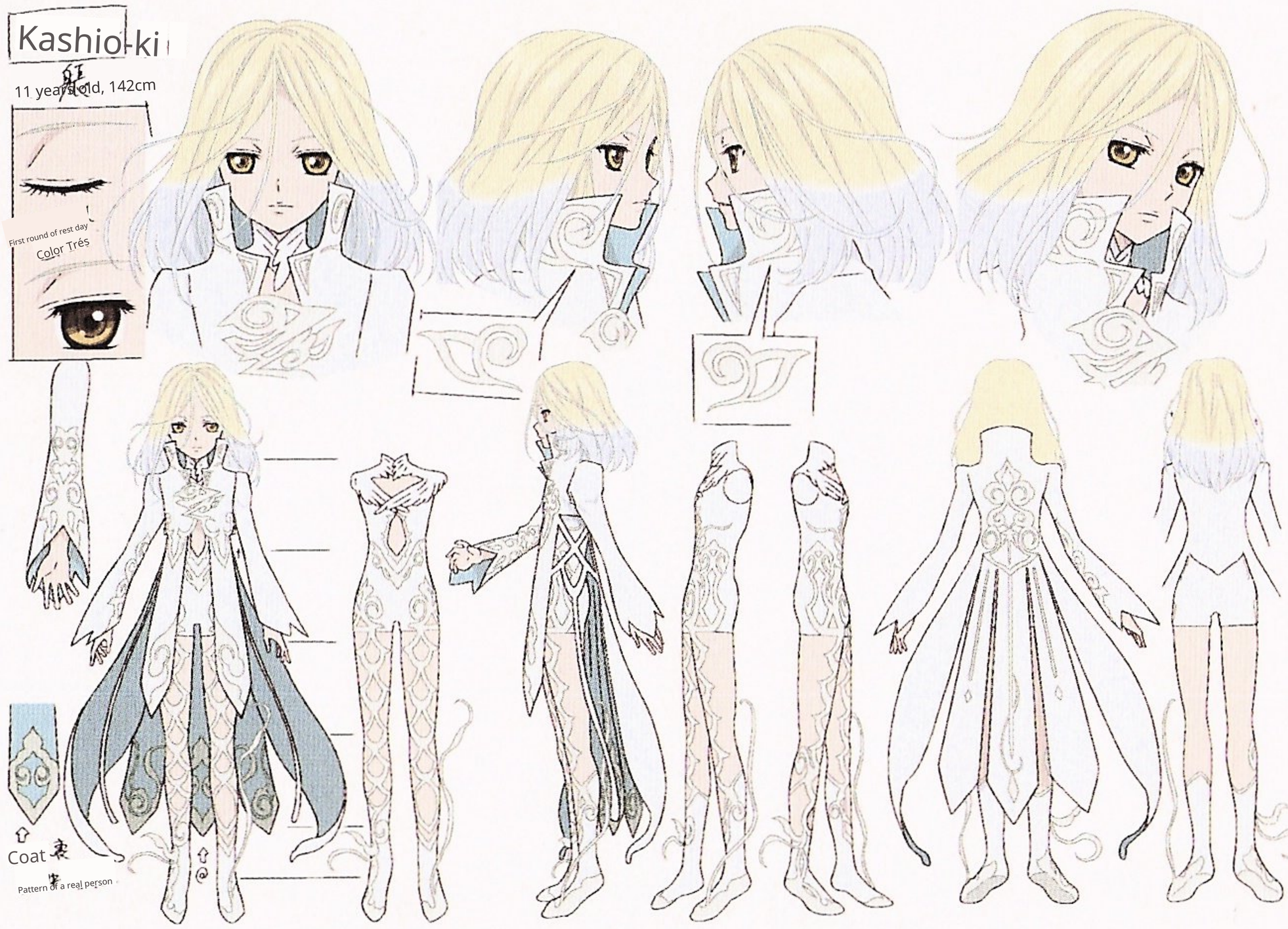
Defilement ——— - It's the prime culprit that gives birth to fiends.

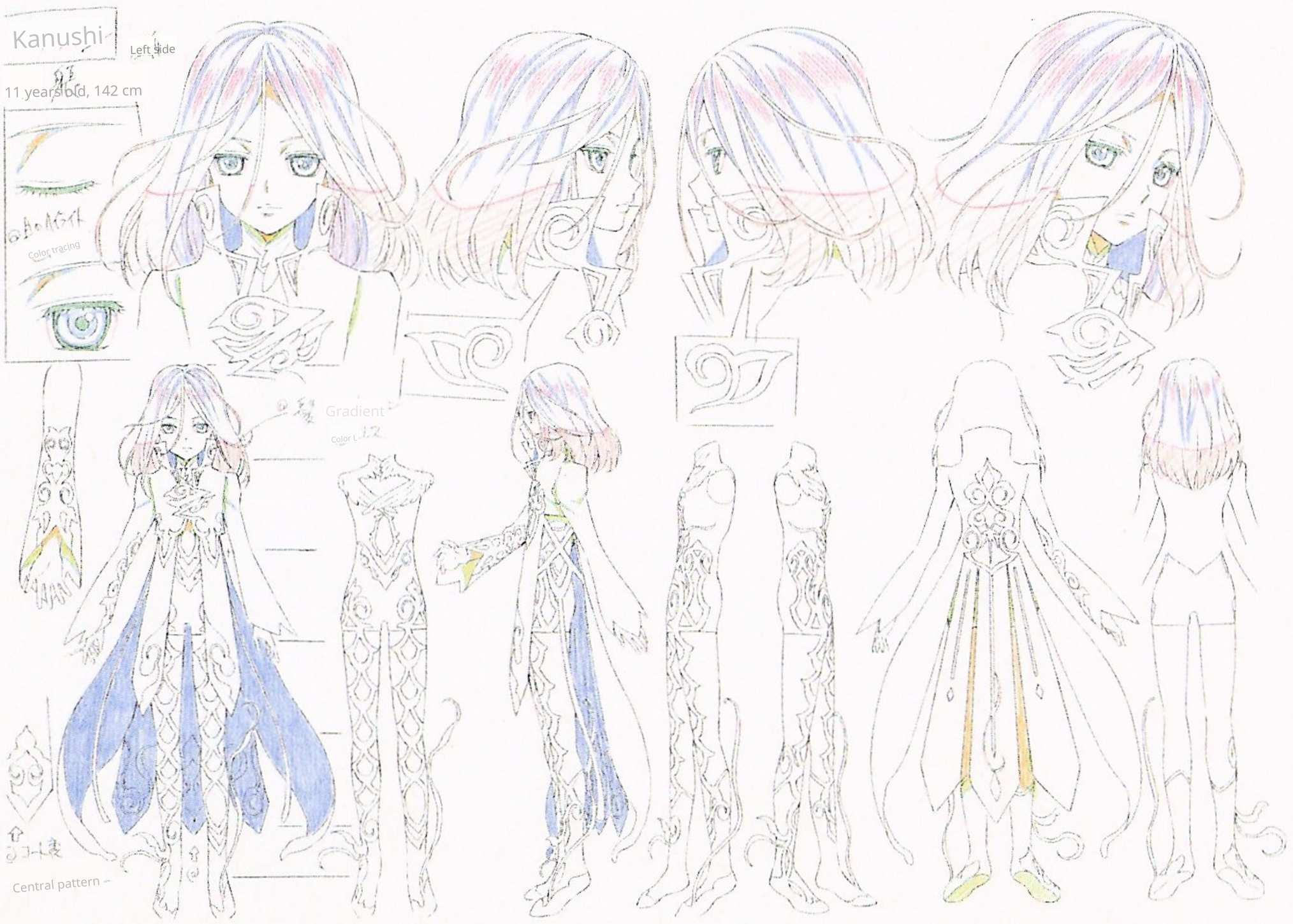
In ancient legends, it is also recorded as the 'Sacred Lo rd of the Abhorred Name,' an existence possessing the power of the 'Sacred Lord of Pacification' that purifies and calms the karma people bear. As a means to save t he world from disaster, Artorius and the Holy Abbey

Resurrected through a ritual using sacrific es. Its appearance is that of a young boy, l ooking exactly like Velvet's deceased youn ger brother, but the reason will eventually be revealed by Kanonushi himself...

Gender: Male Race: Holy Lord Age: 11 years old Height: 142cm Weapon: Paper Leaf Sword Combat Type: Holy Spirit Mage First-person pronoun: Boku

■ Animation storyboard





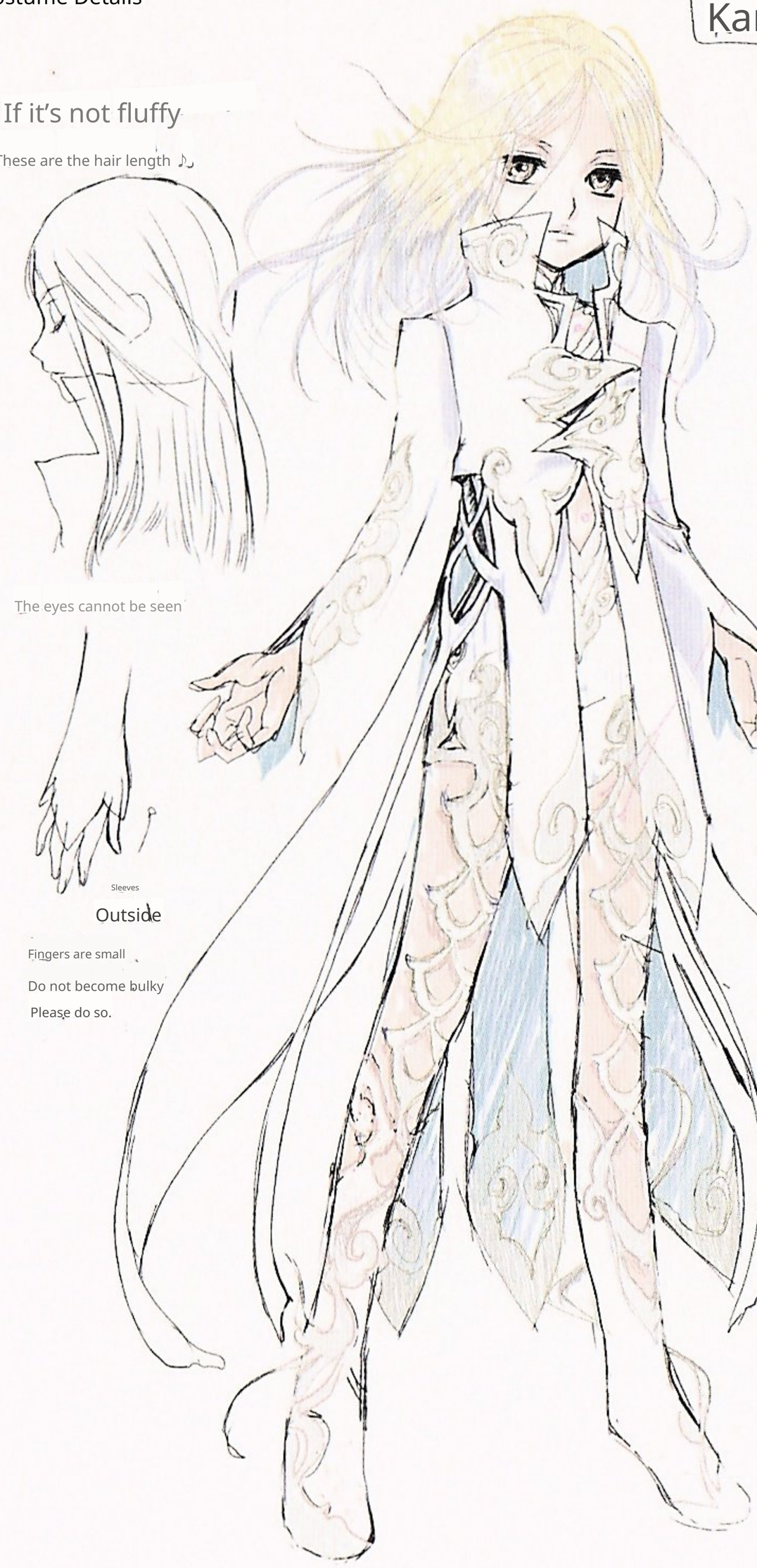
■ Character concept art

▶ Costume Details

Kanushi

If it's not fluffy

These are the hair length ♪♩



The eyes cannot be seen

Sleeves

Outside

Fingers are small

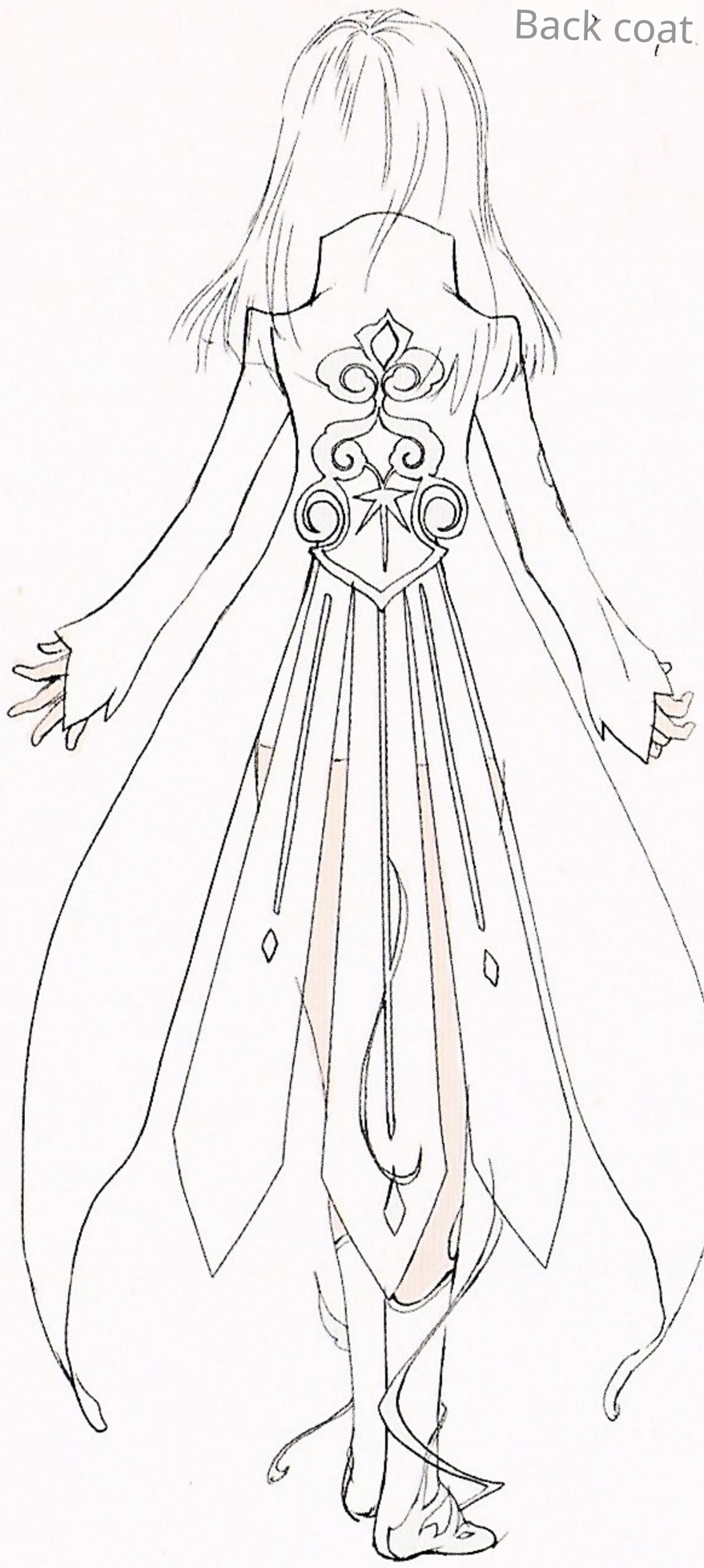
Do not become bulky

Please do so.

The pure white outfits evoke innocence and p
urity, characterized by a純白 dress. The jacket
is cut short at the front and extends into a tai
lcoat-like design at the back, with delicate dec
orations applied even to the cuffs, collar, and
lining. The long hair sways gracefully with the
hem of the garment, adding to the mystique.

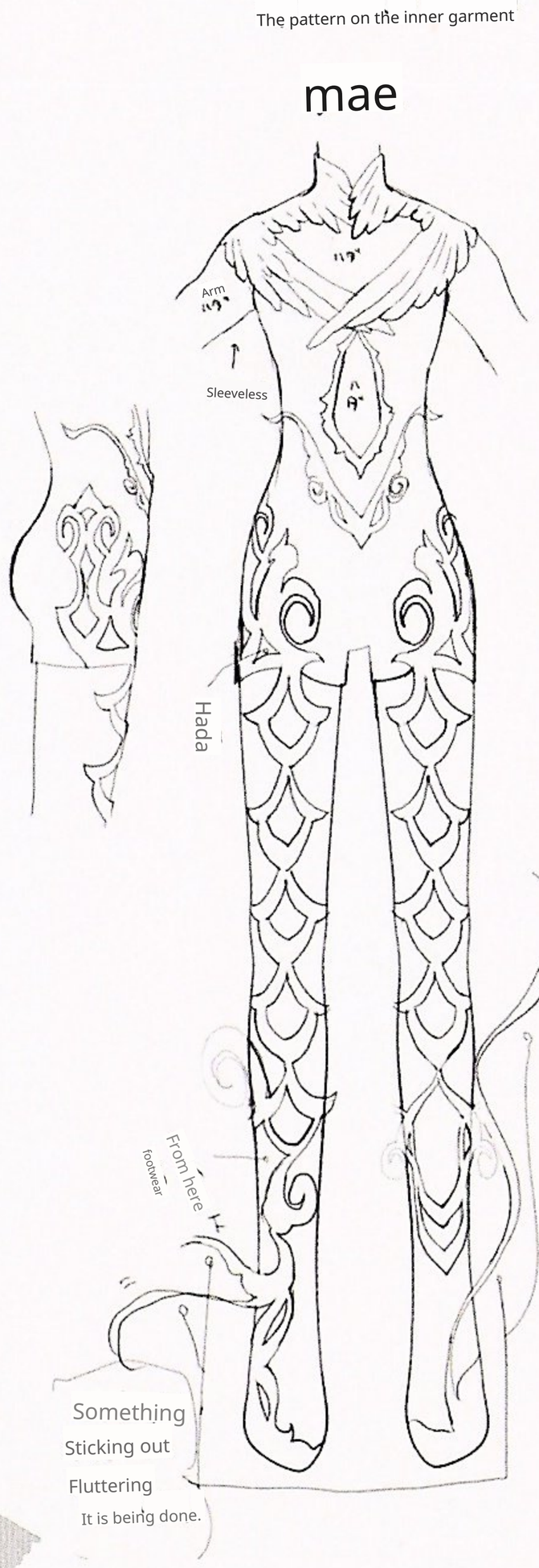
▶ Costume Parts

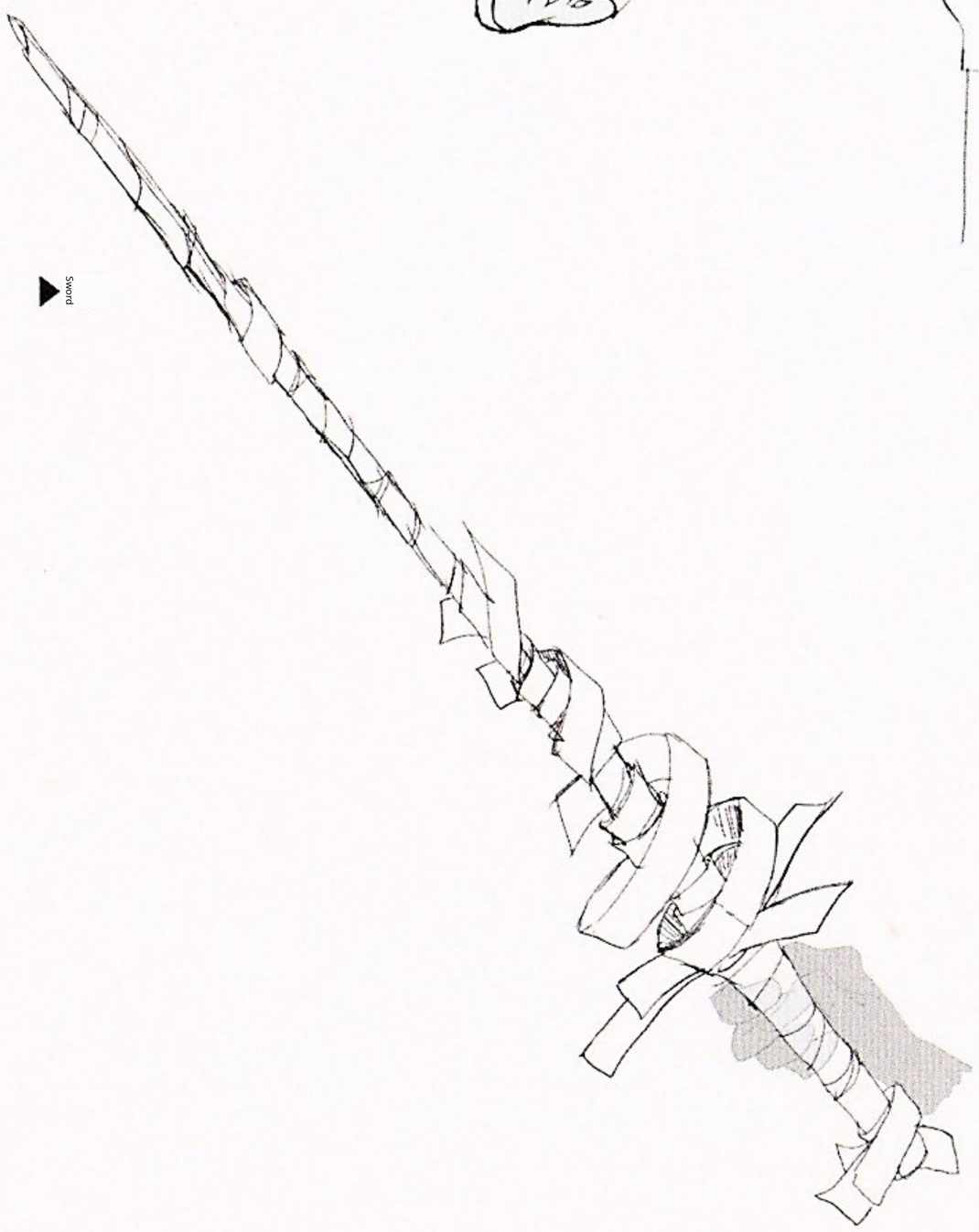
The jacket line runs from the stand collar junction to the shoulder line, with a sharp, edgeful silhouet te. To further emphasize this flowing impression, the side details and the inner design form an eleg ant silhouette.



The back part of the jacket features a particularly large ornament. The inner fabric at the front appears knitted, and organic patterns continue down to the tips of the garments.

The pattern on the inner garment





Something
Sticking out
Fluttering
It is being done.

シアリーズ

Seres

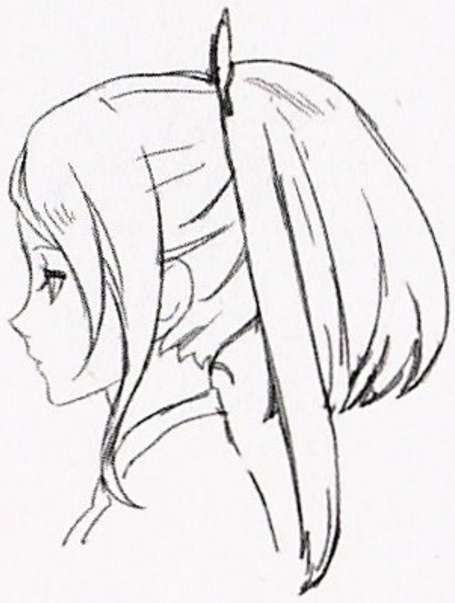
Satomi Arai
CV: Rimi Arai

"It is also in my heart.
You, too, have a flame that you want to erase but cannot erase."

Altrius's partner, a sacred slave who co ntrols fire. Though she followed orders without will, after the incident of the " Day of Descent," she regained memori es of her past life, and before long she began to doubt and o ppose Altrius's actions, and defected. As Velvet's elder sister, she sacrifices herself to help her purge the past she carved by bestowing power upon her.

■ Chat Illustration

■ Character Concept Art



▶ Costume Details

Her attire features a butterfly motif, with the dress hem and sleeves all embodying the image of wings. The piercings and hair ornament are also shaped like black butterflies.

▶ Expression

Under the mask, the true face is exactly Velvet's elder sister, Serika. Yet the once calm features are gone, and in the hard, piercing gaze you are made aware that it is not the person herself but a reincarnated body.

オスカー・ドラゴニア

Oscar Dragonia

Tomoaki Maeno

CV: Tomoaki Maeno

Do not take it personally. Powerful malefic beings like you must be contained.

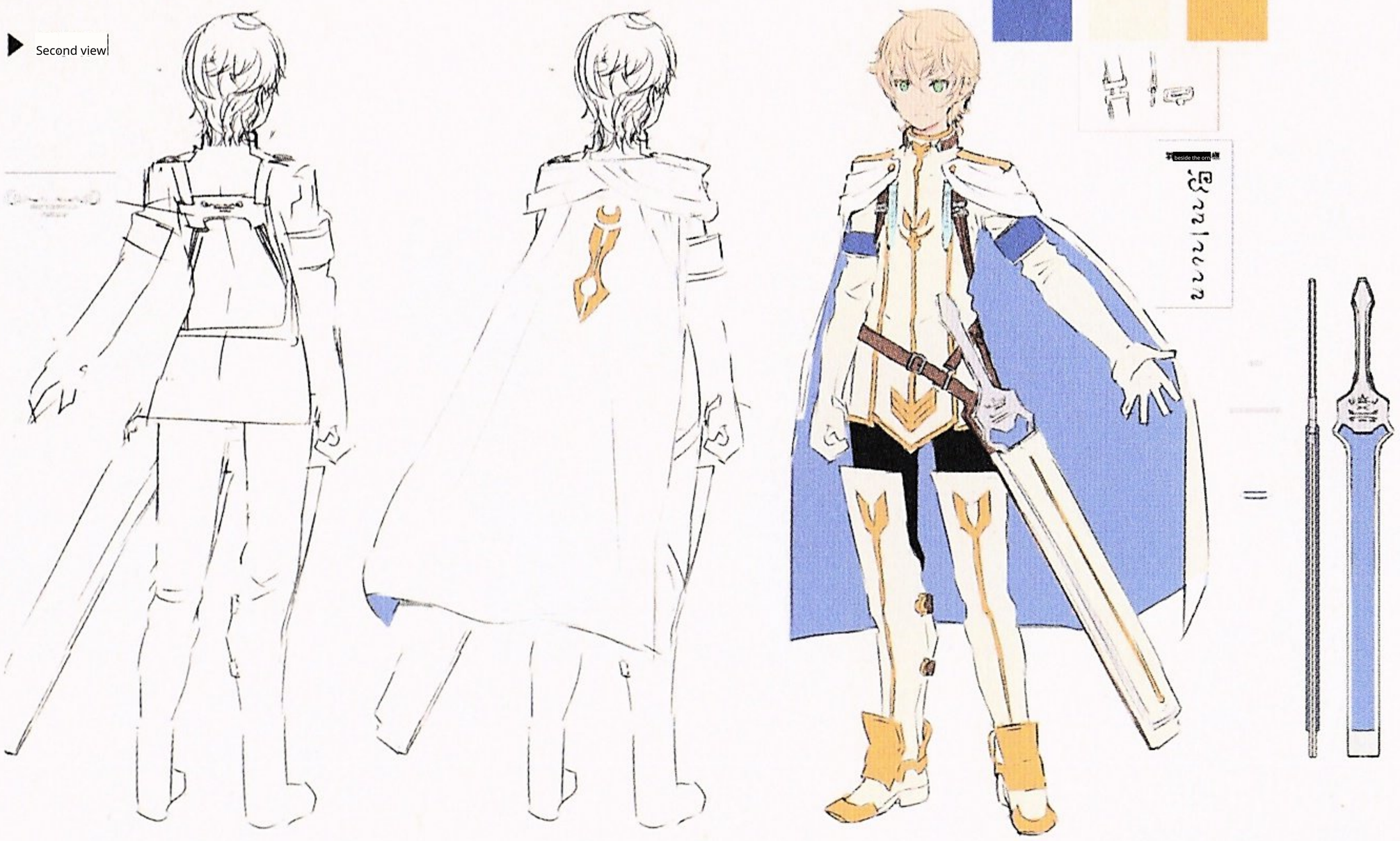
A young and talented exorcist serving as a first-class exorcist in the Holy Order. Driven by a strong sense of duty, he strictly adheres to the ideals upheld by the Holy Order and harbors a deep hostility toward malefic beings. He repeatedly confronts Velvet and her companions, acting according to his own sense of justice.

Even after realizing that the ideals pursued by Artorius are not merely beautiful words, he challenges fierce battles with unwavering resolve, a lofty spirit of self-sacrifice, and a willingness to dirty his own hands, risking his life.

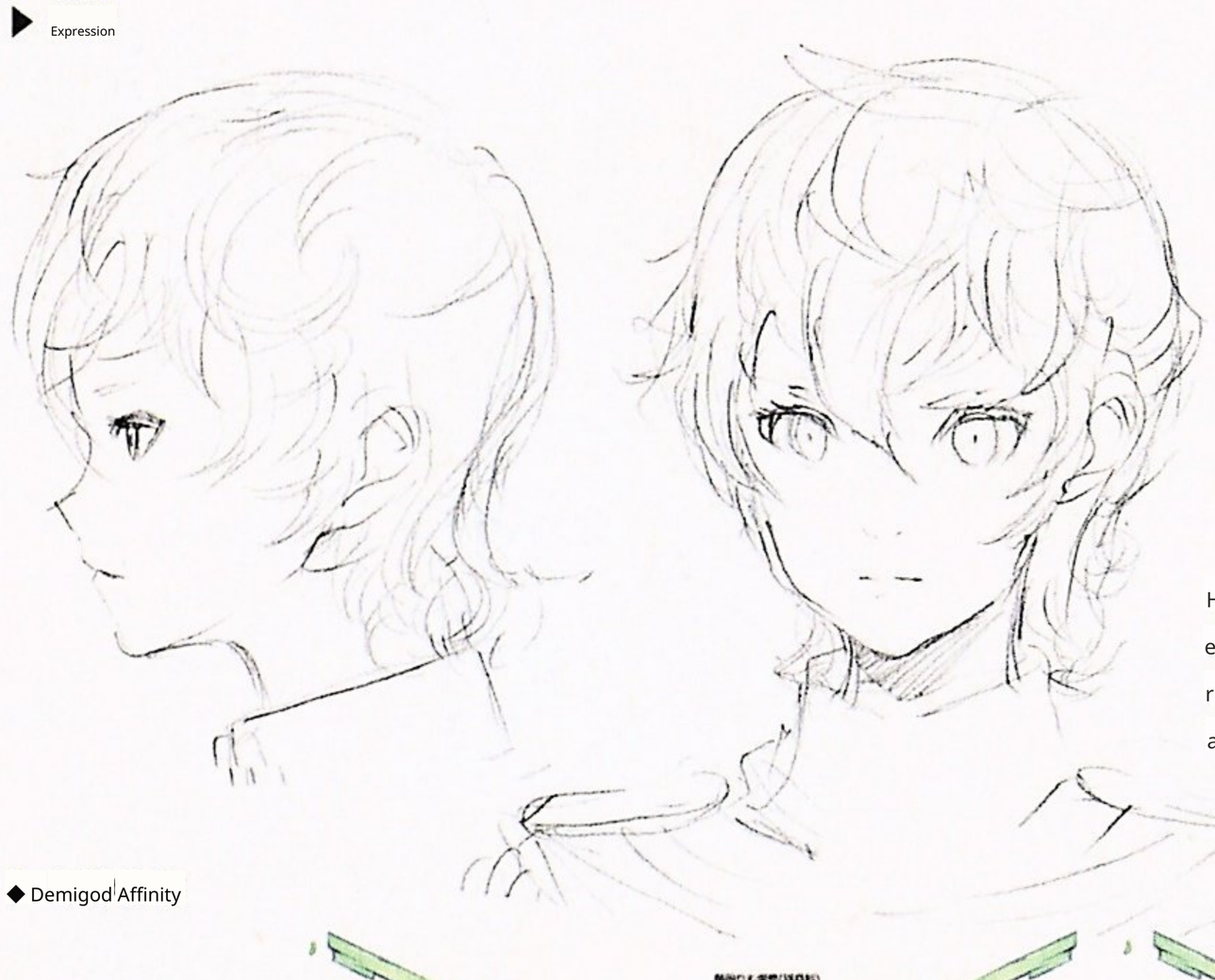
Gender: Male Race: Human Age: 18 years old | Height: 175 cm Weapon: Sword Combat Type: First-class Demon Slayer First-person: I

■Character design sheet

Second view

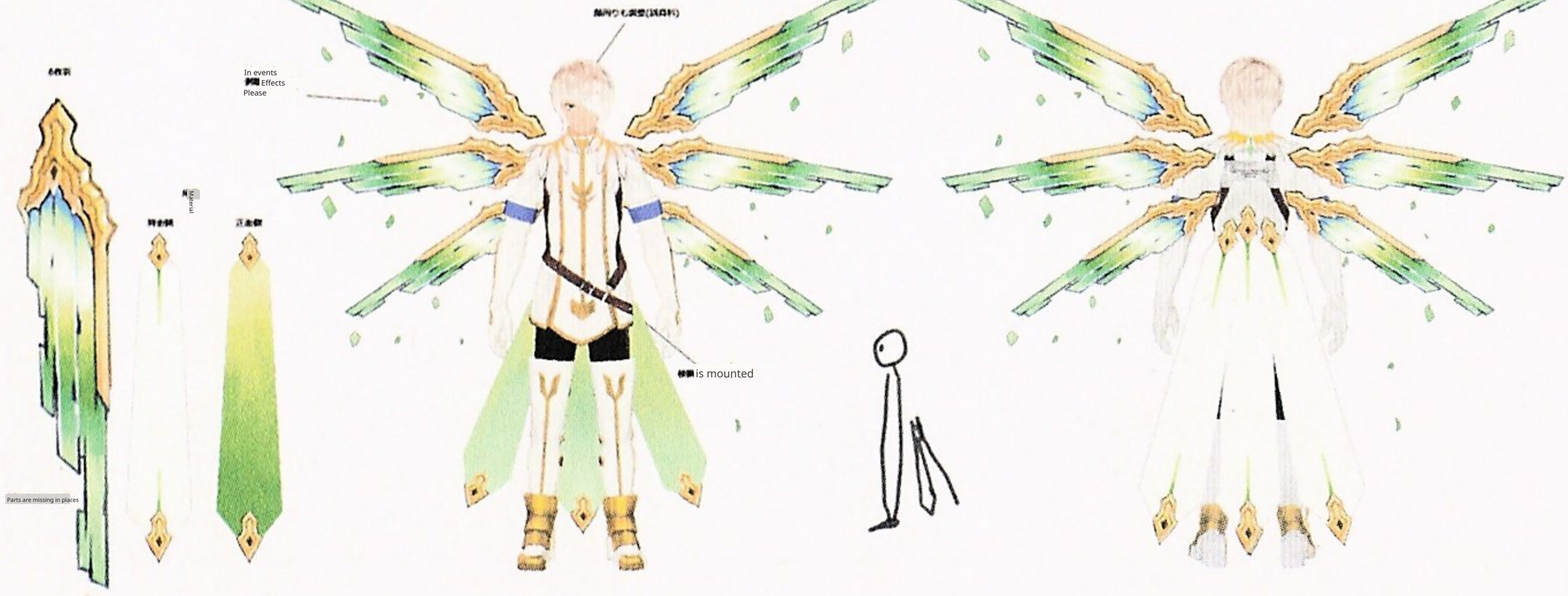


Expression



◆ Demigod Affinity

His face still bears the traces of youth, and the soft, curly hair further emphasizes his innocence. It is easy to understand why his half-siste r Teresa dotes on him to the point that even holding him would be p ainful to imagine, for his features are handsome and refined.



Teresa Linares

Horie Yu
CV: Yukiho Kosaka

"聖寮"が敷くルールのもと、"

"That is for maintaining order in the "Holy Dormitory". Is that not the rule? Is it not?

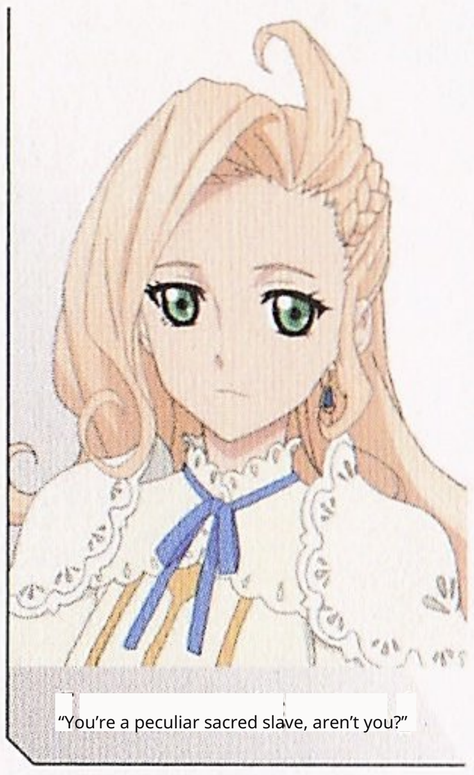
テリサ・リナレス

Head Elder's first Anti-Demon Saint who is Oscar's half-sister. With sharpened beauty and a stern doctrinally principled demeanor, she is called the "Ice Saint."

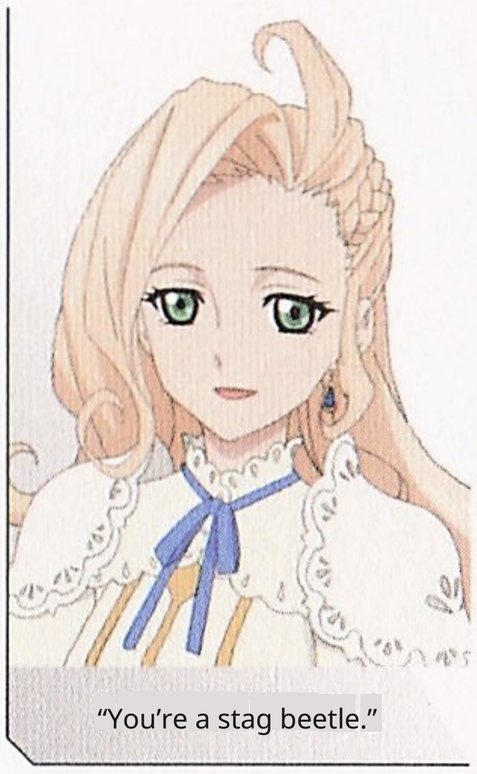
On the other hand, she considers Oscar to be an irreplaceable existence, worries about him as her half-brother, and has a gentle smile only for him. She is willing to do anything to protect him, hiding a fierce resolve within.

Gender: Female Race: Human Age: 24 Height: 168 cm Weapon: Tin Rod Combat Type: First-Class Devil Hunter First Person: I

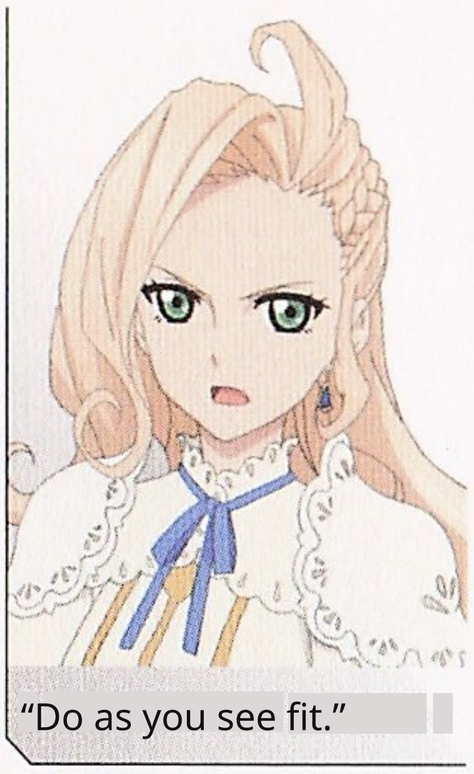
Face pattern



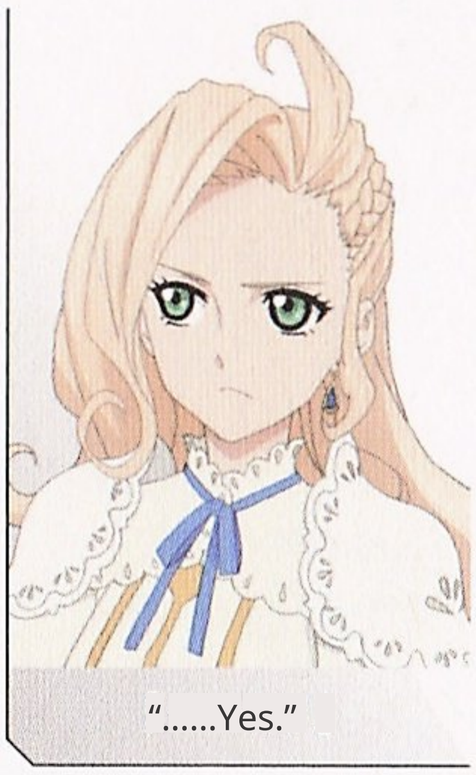
"You're a peculiar sacred slave, aren't you?"



"You're a stag beetle."



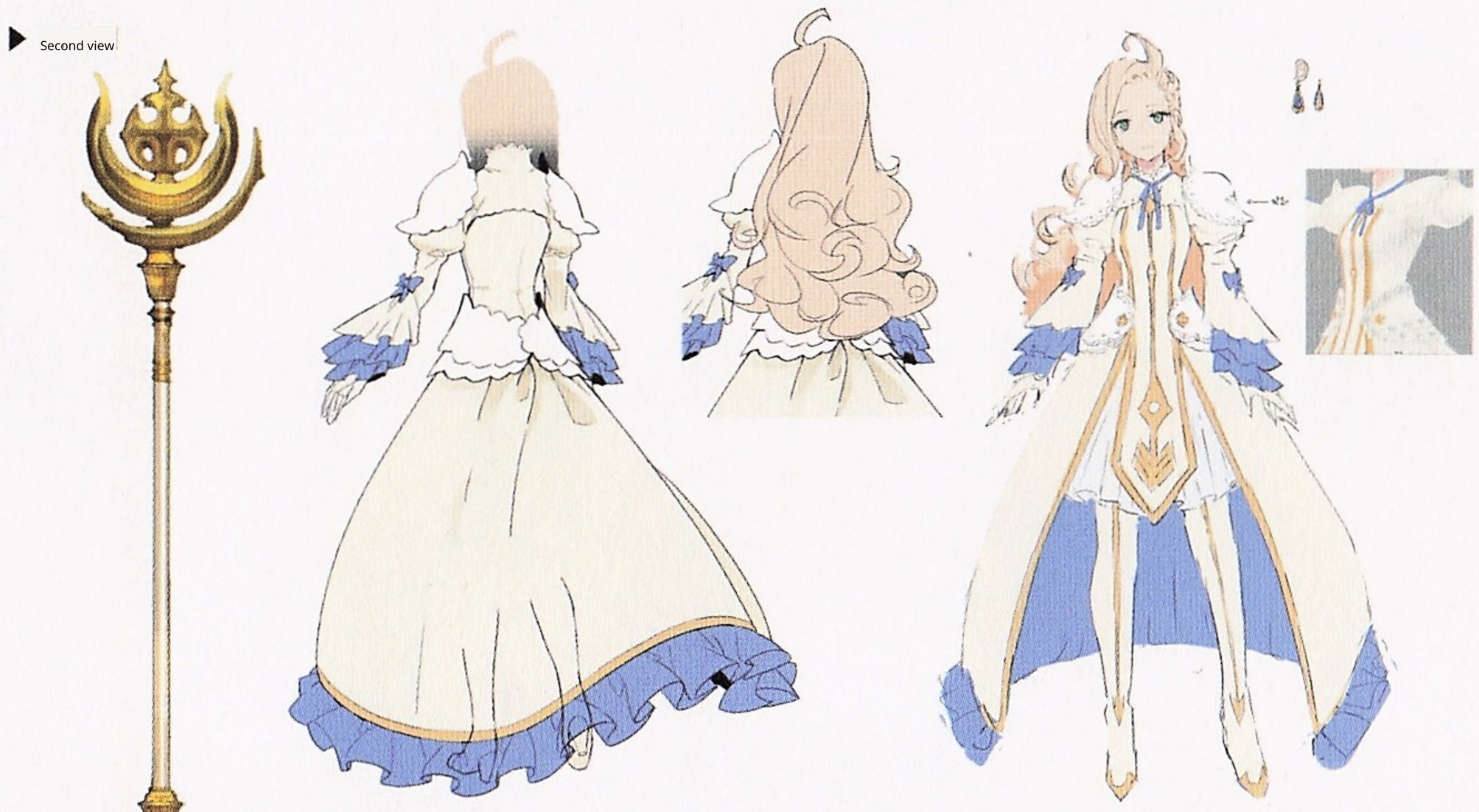
"Do as you see fit."



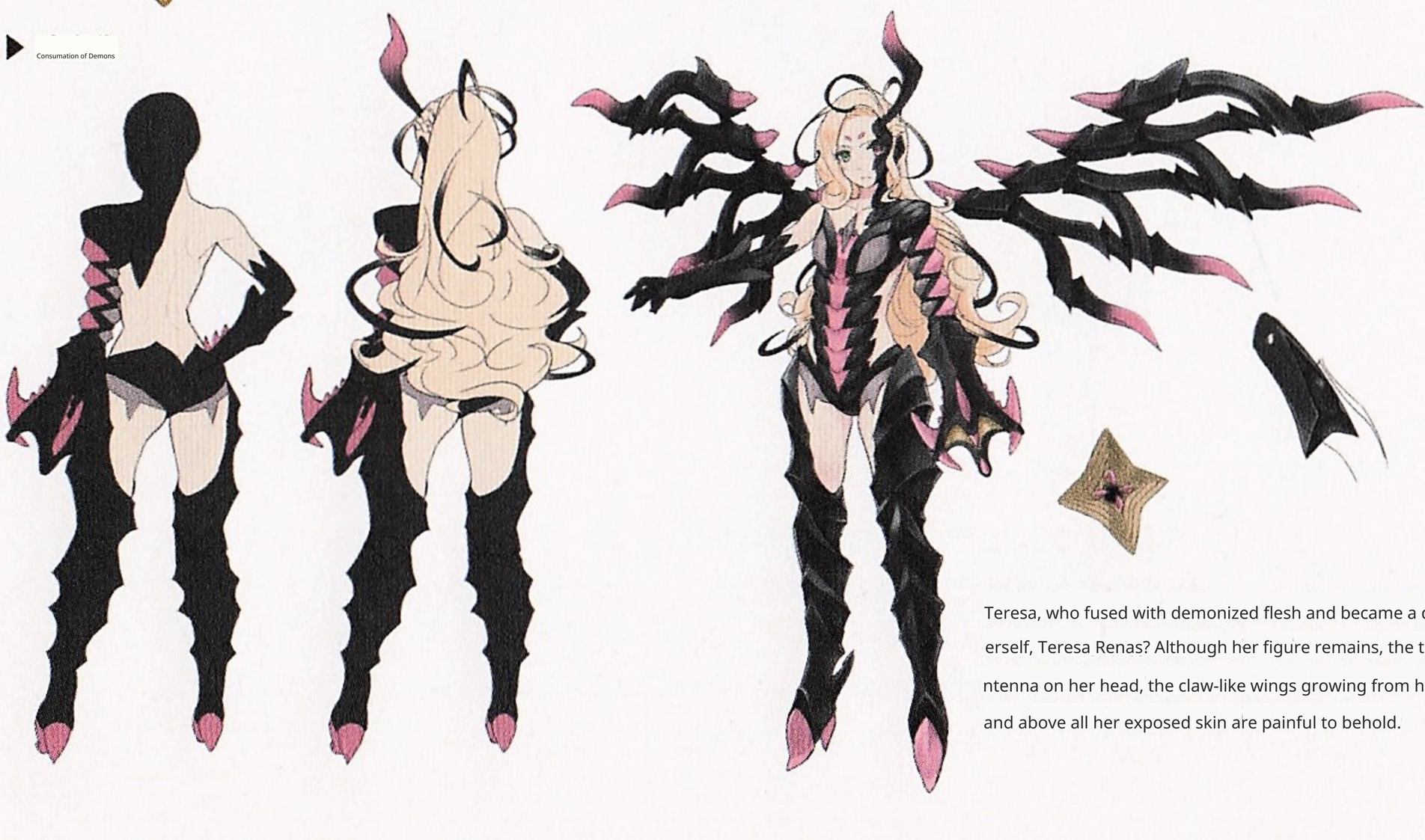
"……Yes."

Character design sheet

Second view



Consumation of Demons



Teresa, who fused with demonized flesh and became a demon herself, Teresa Renas? Although her figure remains, the tactile antenna on her head, the claw-like wings growing from her back, and above all her exposed skin are painful to behold.

シグレ・ランゲツ

Shigure Rangetsu

Kazuya Nakai
CV: Kazuya Nakai

"That's a bad face." になっ shelf。

"Yeah, that's a good bad face! Hahahahai"

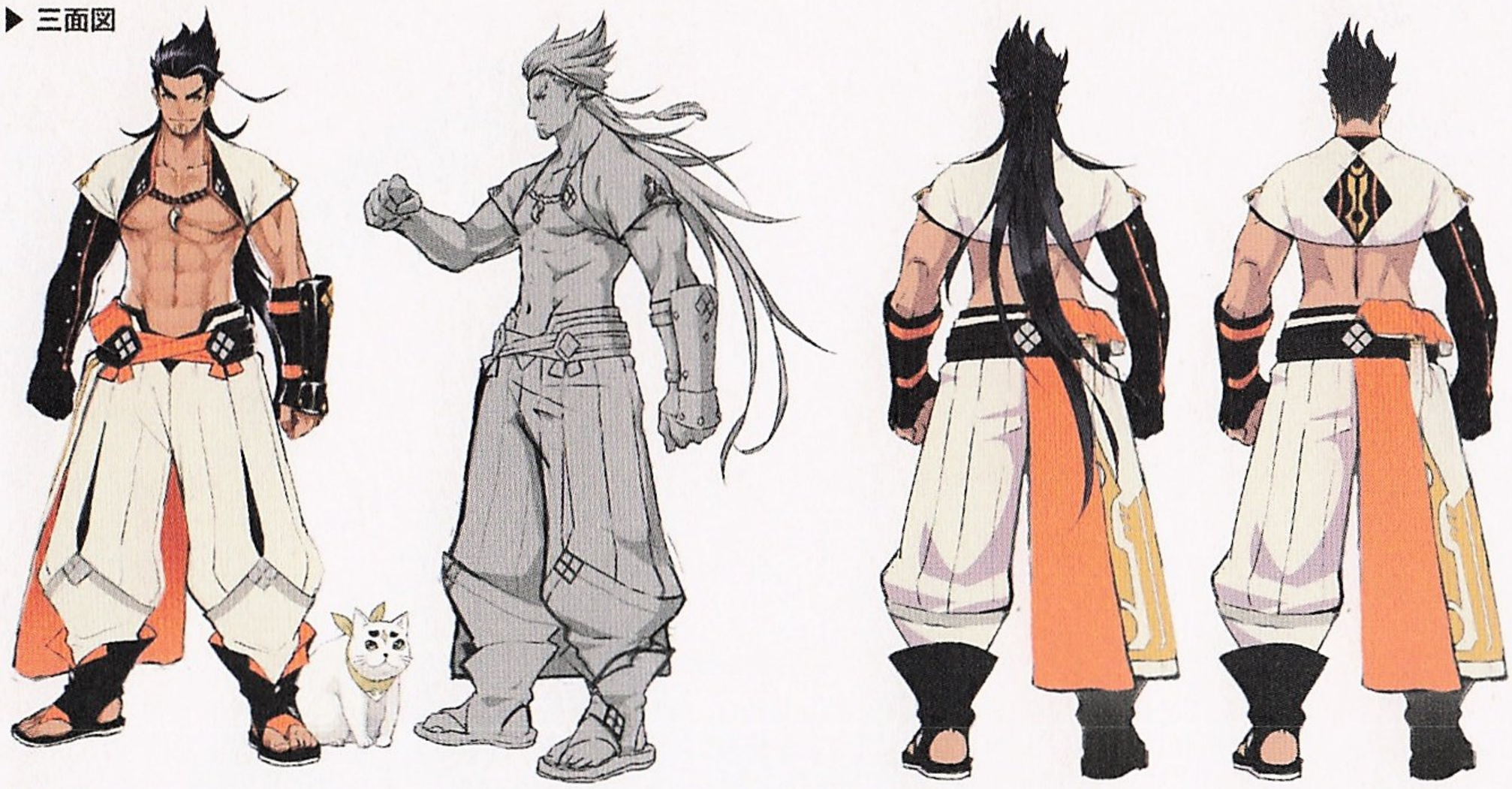
One of only two exceptionally skilled special exorcists in the Abbey. He is Rokurou's older brother and the current head of the Rangetsu family, who practice a foreign sword fighting style. He joined the Abbey not out of agreement with its ideals, but for the selfish reason of testing his own strength, and aims for Artorius's head. He is a bold and fearless man with overwhelming power, capable of pushing through even impure motives.

for his own strength. He joined the Abbey for selfish reasons, not out of agreement with its ideals, and aims for Artorius's head. He is a bold and fearless man with overwhelming power, capable of pushing through even impure motives.

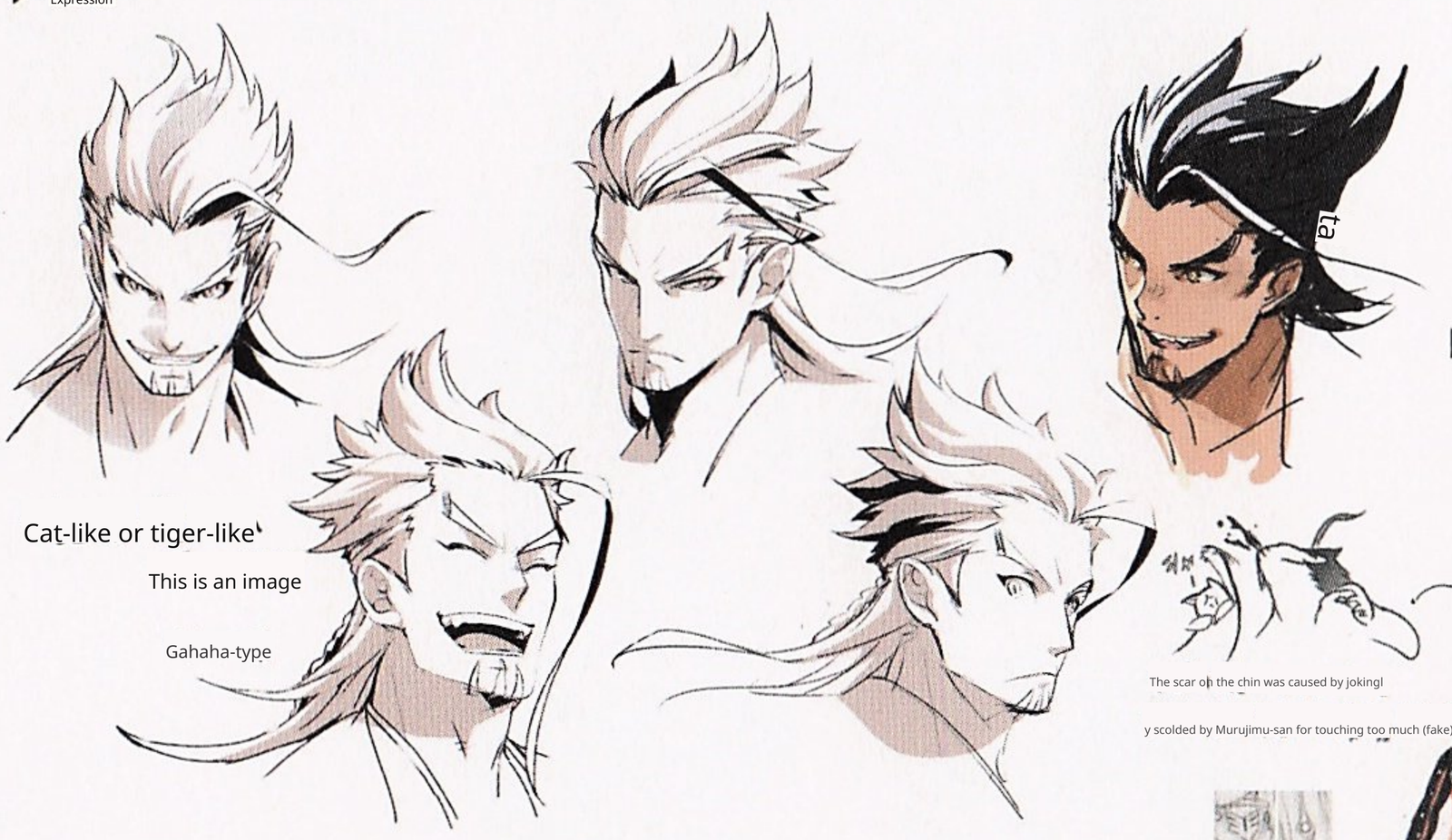
Gender: Male | Race: Human | Age: 31 years old, Height: 185 cm, Weapon: Great sword, Combat type: Superior demon hunter, First person: I

Character design sheet

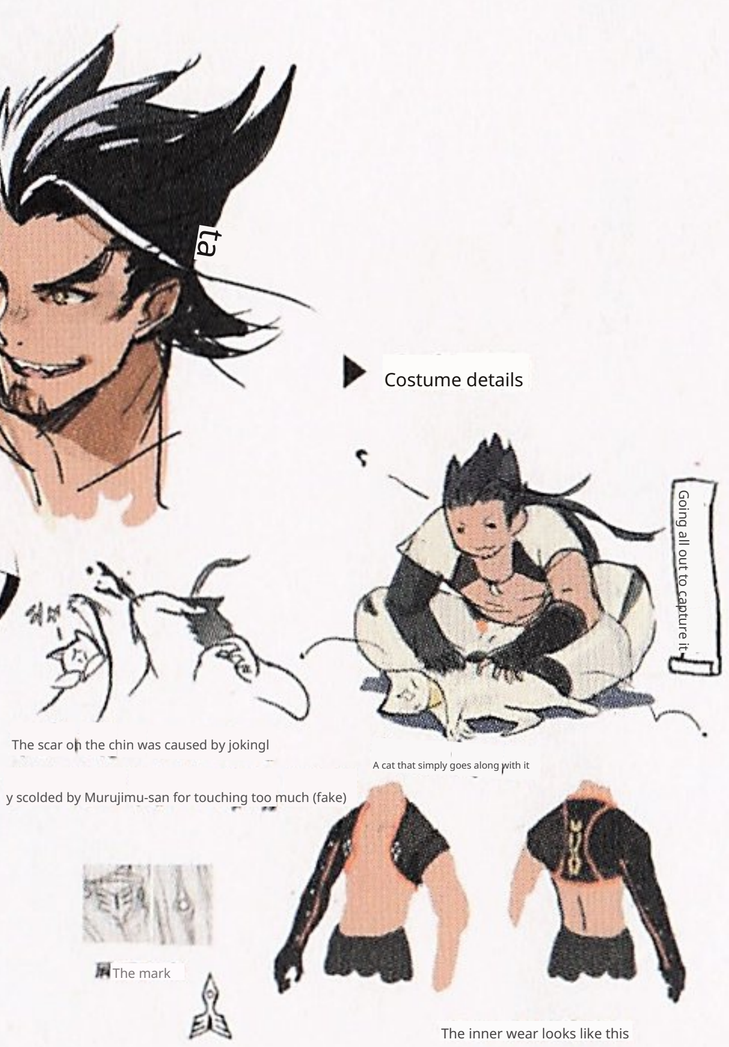
▶ 三面図



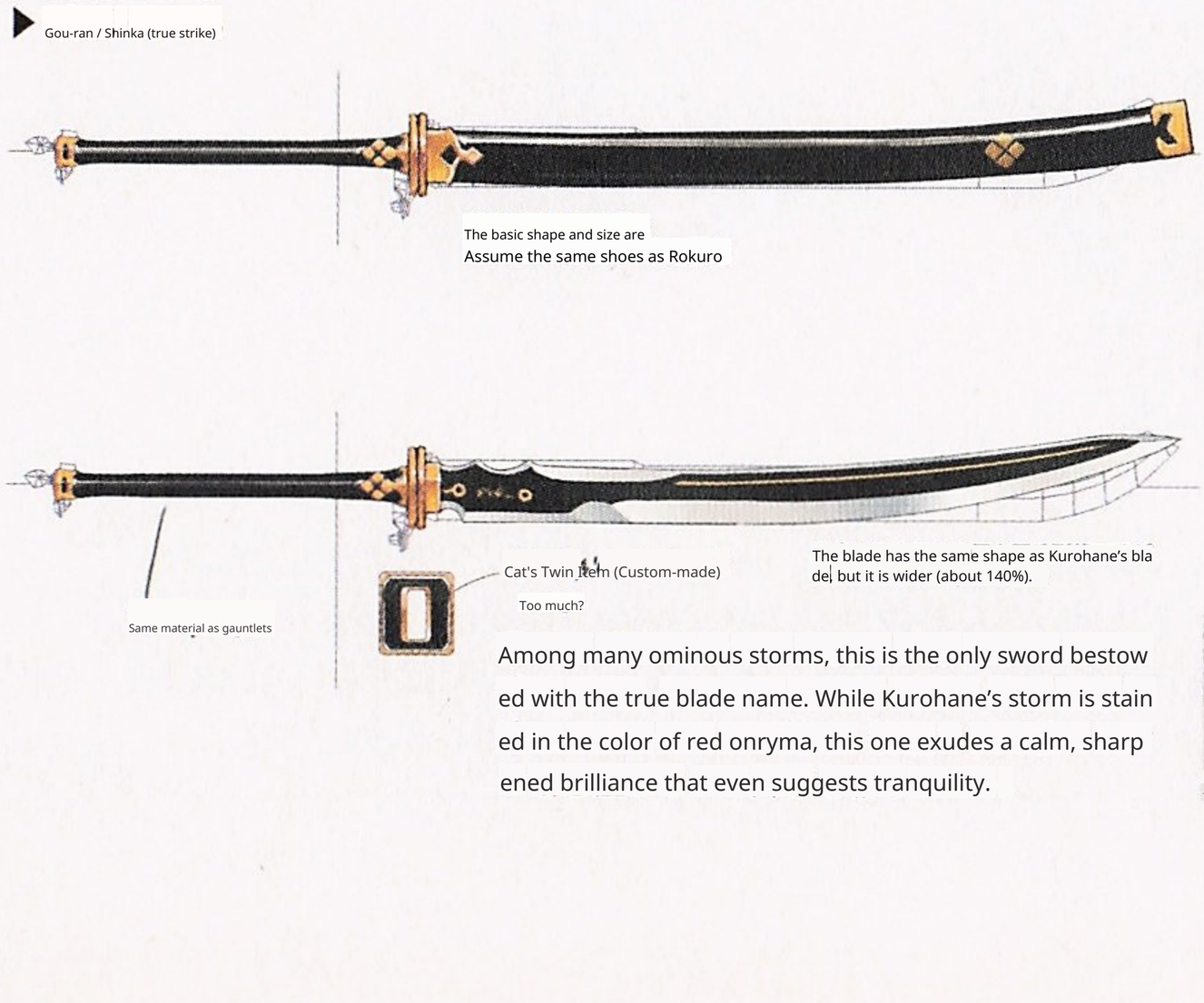
▶ Expression



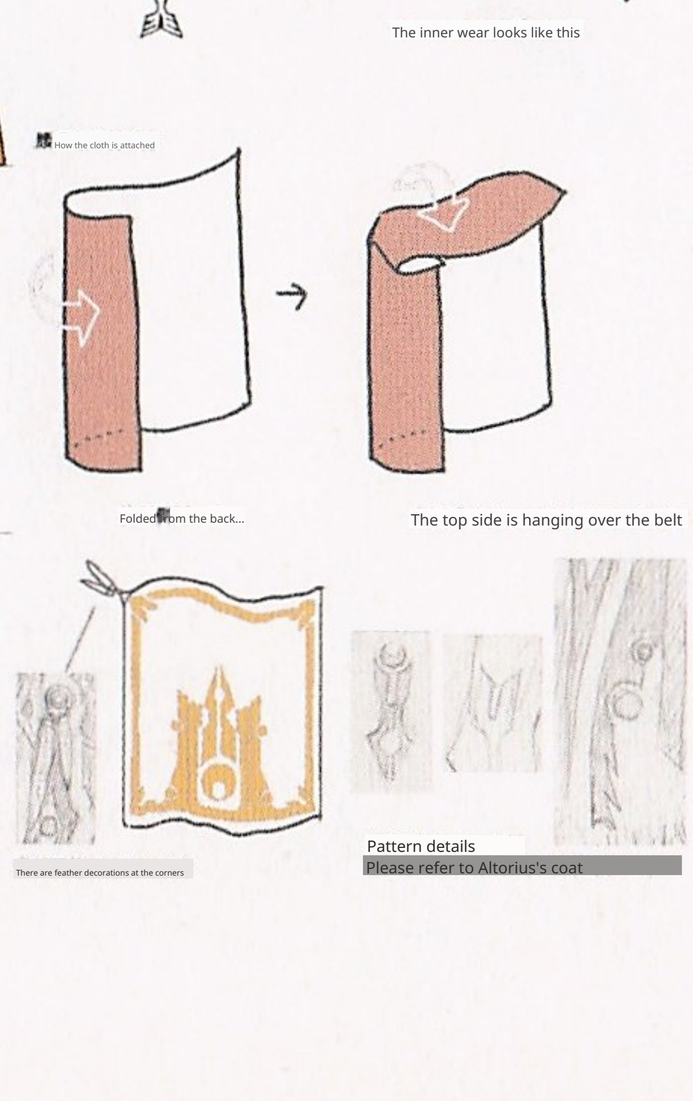
▶ Costume details



▶ Gou-ran / Shinka (true strike)



Among many ominous storms, this is the only sword bestow ed with the true blade name. While Kurohane's storm is stain ed in the color of red onryma, this one exudes a calm, sharp ened brilliance that even suggests tranquility.



メルキオル・メーヴィン

Merchior Mayvin

Tobita Nobuo
CV: Nobuo Tobita

"Sacrifices are necessary for anything."

As there is shadow where there is light,

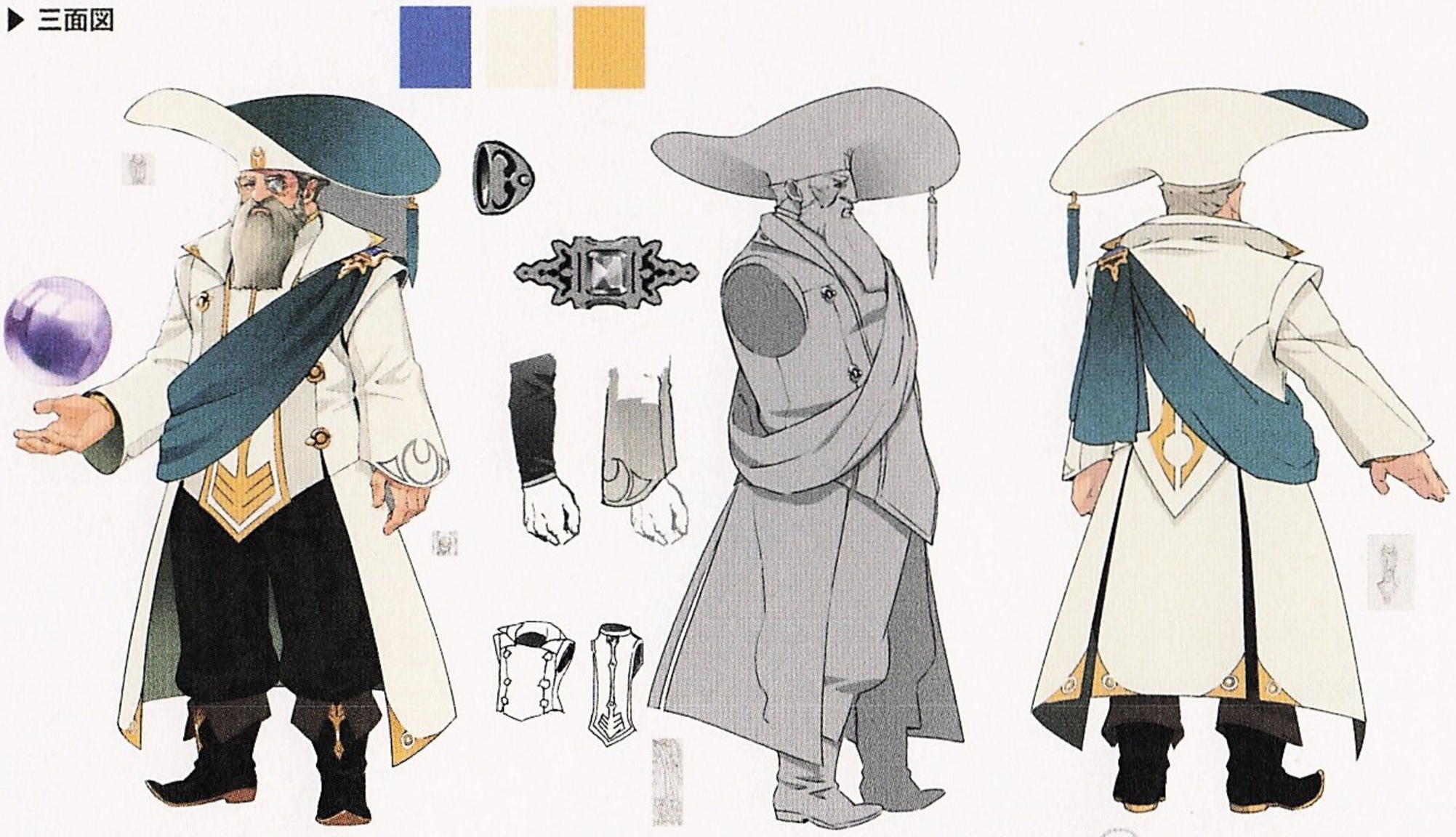
Equivalent to Shigure as a top-tier anti-demon knight. He is also the adviser to Altirius and a senior elder of the Holy Dormitory, fully aware of the weight of the mission borne by the anti-demons and the grudges he carries in connection with it. He is versed in ancient legends and

Also versed in occult arts, it is whispered that he was once an old friend of the legendary anti-demon Crusine, who appears before Velvet and others to admonish impermanence and try to thwart their path.

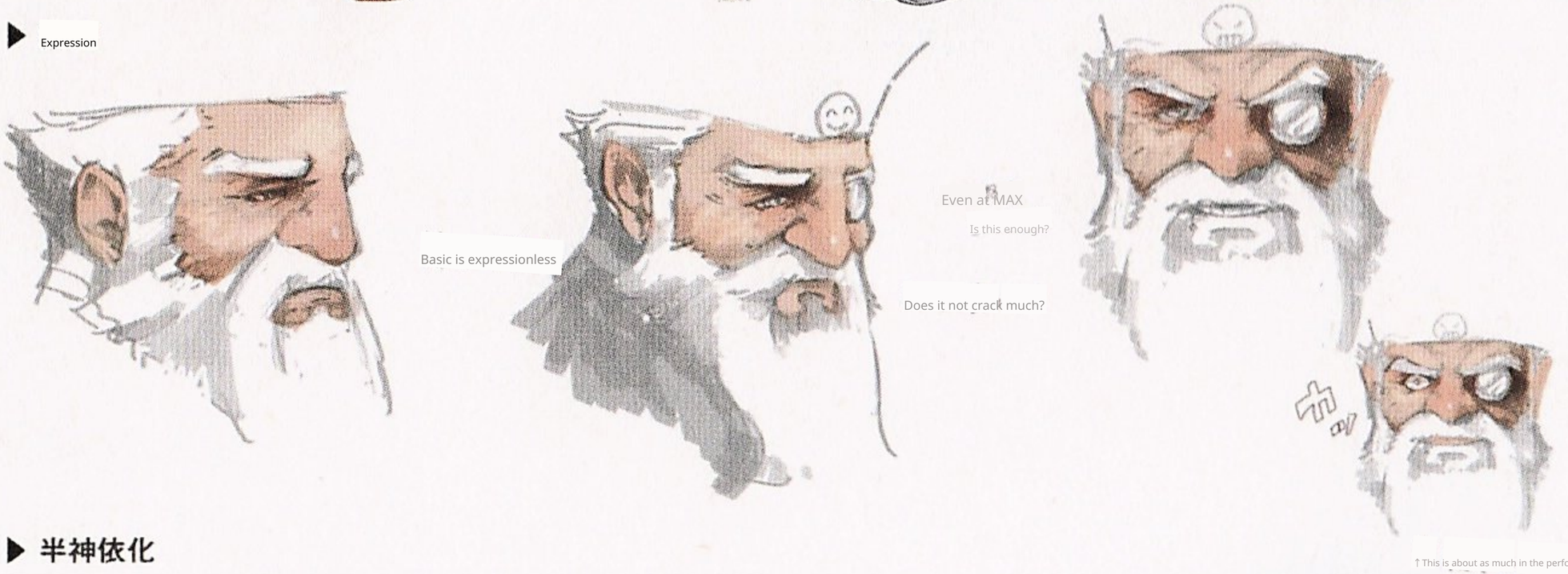
Gender: Male Race: Human Age: Unknown Height: 165 cm Weapon: Orb Combat Type: Superior Mage Hunter First Person: I

Character design sheet

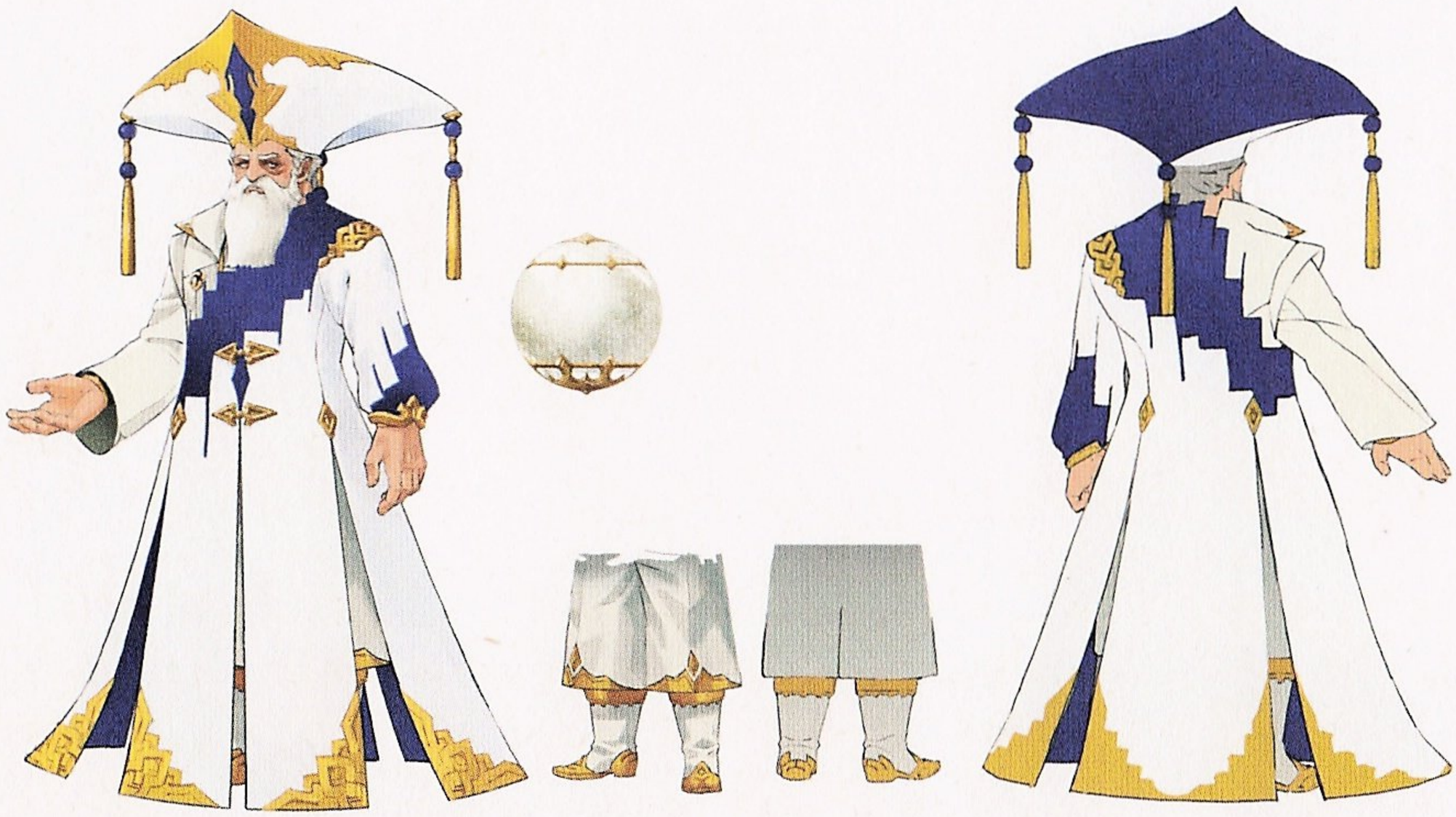
▶ 三面図



▶ Expression



▶ 半神依化



■ Secret Techniques Cut-in

▶ Artrius

Zankourouei Jin

Gradual Courage Wolf Shadow Formation

"Not just one strike!"

Carve the cry of death into your entire body!

Zankourou Ei Jin

Gradual Courage Wolf Shadow Formation!"

▶ Shin-yoru Arutoriusu

Hidden Sword: Zeppou

Secret Sword・Dominion Break

Hīn: Dōzappū

"Secret Sword・Dominion Break!

My own sinfulness... engraved twice!"

▶ Kanushi

Primary Killing

"Even the world's defilement and p
Principle
ain... this is the best principle!"

Silence!

▶ Demigod Mercury Melchior

Absolute Prison

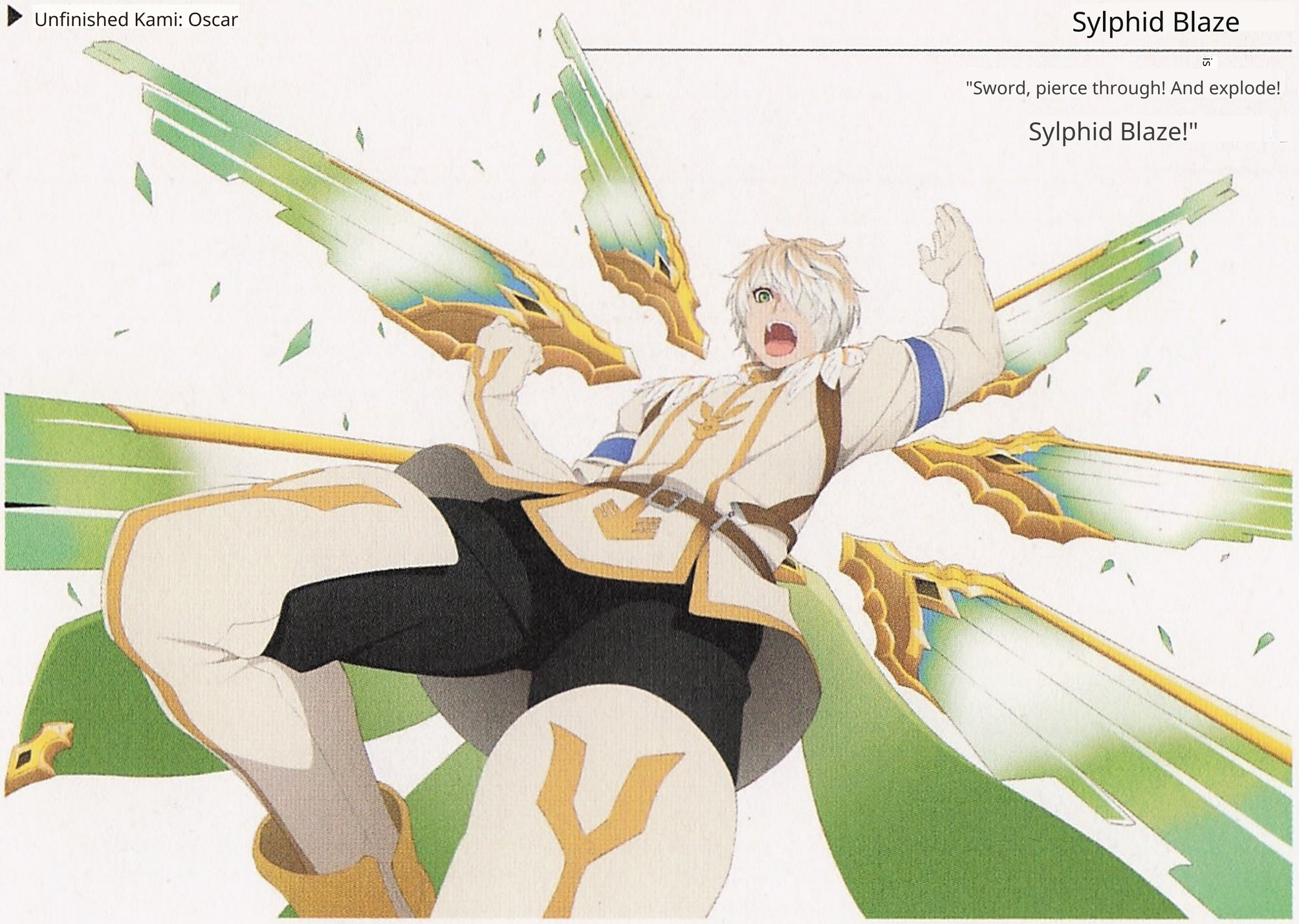
"Perish in the absolute-zero cage! Absolute Prison!"

▶ Unfinished Kami: Oscar

Sylphid Blaze

"Sword, pierce through! And explode!

Sylphid Blaze!"



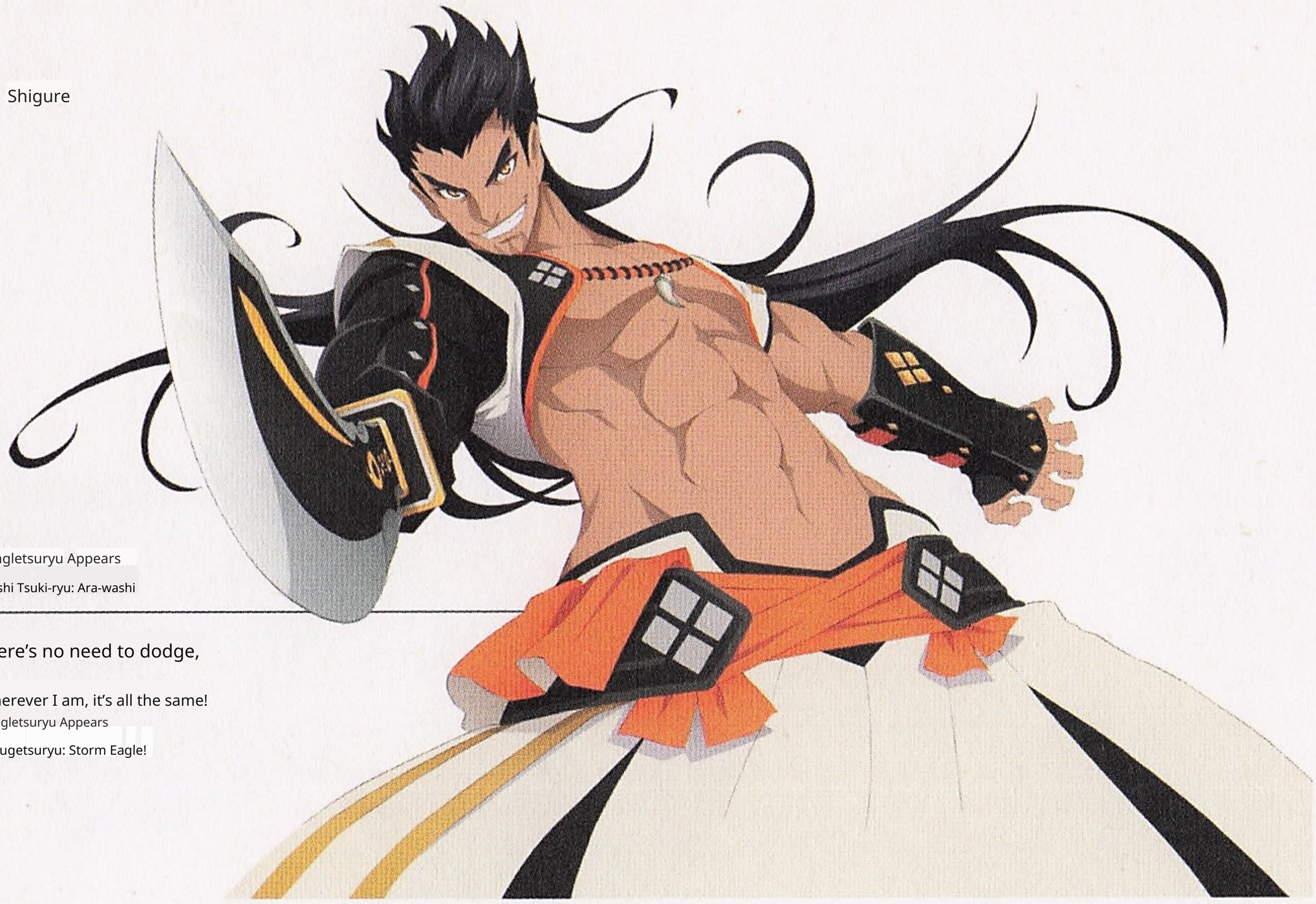
▶ 喰魔 Terrasa

Violent Mixer

"Taste it! The pain of that girl!

This is the recompense!"

▶ Shigure



Rangletsuryu Appears

Arashi Tsuki-ryu: Ara-washi

There's no need to dodge,

Wherever I am, it's all the same!

Rangletsuryu Appears

Ryougetsuryu: Storm Eagle!

▶ Demon-turned Eichfried

Bold Dribbs

▶ Zabida

Ludeness Whip

“I'll raise the beat!

Ludeness Whip!”

▶ Phoenix

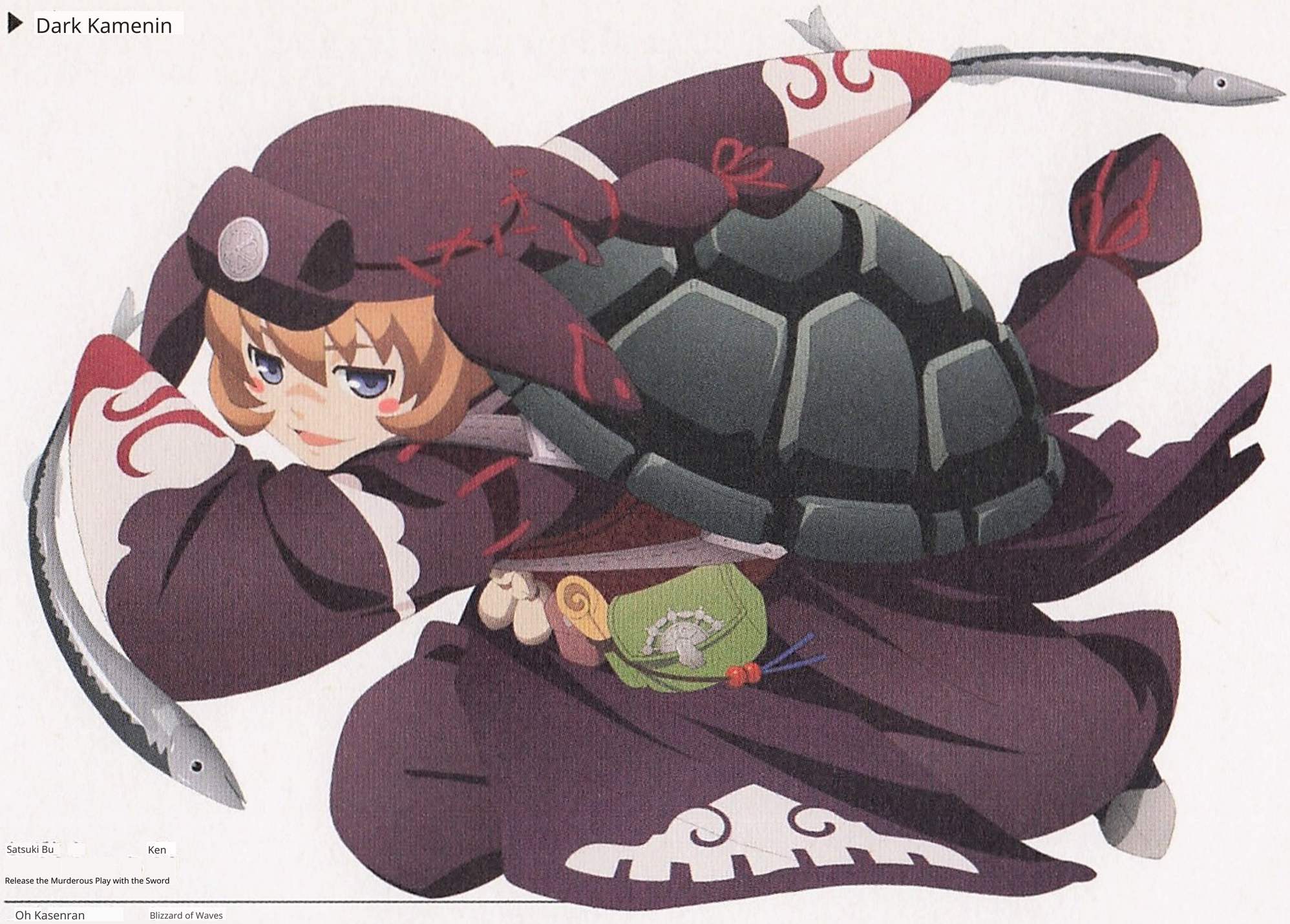
Gouyokuten shou

Terra Wing Skyfling

“You cannot追 glimpsing the path of my glory!

I am the Heavenly Soaring!

Dark Kamenin



Satsuki Bu Ken

Release the Murderous Play with the Sword

Oh Kasenran Blizzard of Waves

Cherry Blossom Blooming Snowfish!

Higoi

Crimson Carp! Kasumi Butterflyfish!

Haze māgarei

Shark! Trashy! This is mine!

Satsuki Bu Ken

Let's blow away the murder with a sword!

Jude & Mira

Koga Hasanzan Agito

Tiger Fang Slash - Gaku

Sword

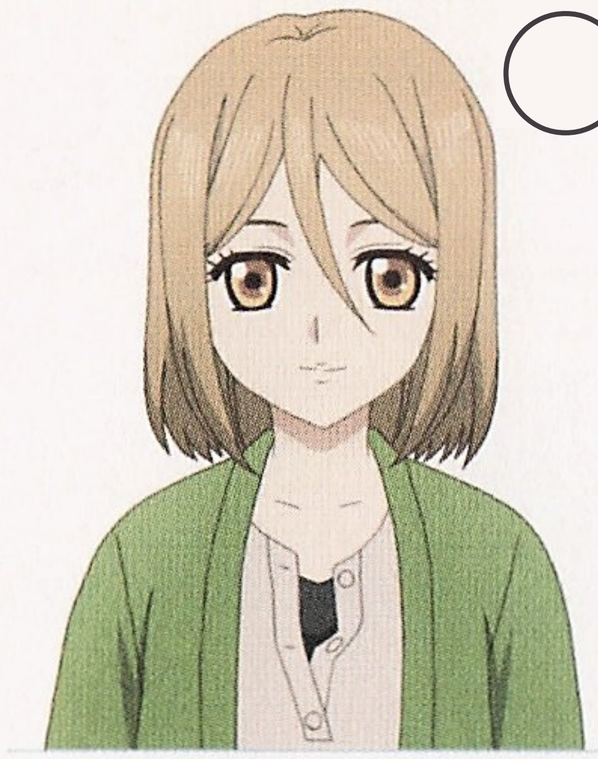
"This fist!" "This sword!"

"Crossing with all things in the universe!"

Koga Hasanzan Agito

"Tiger Fang Slash - Gaku!"

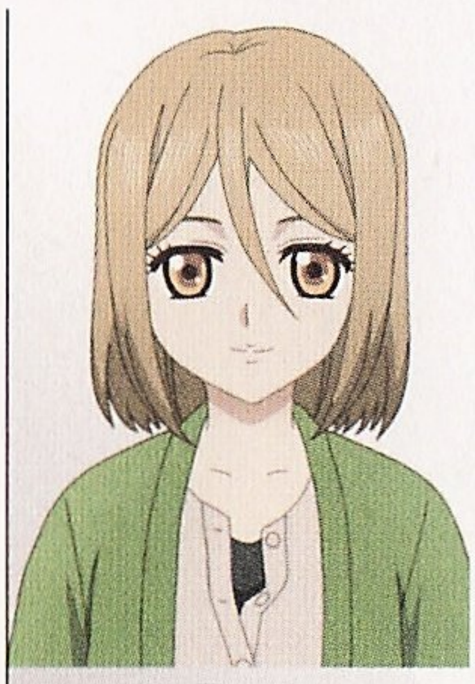
○ Lafficet Crowe

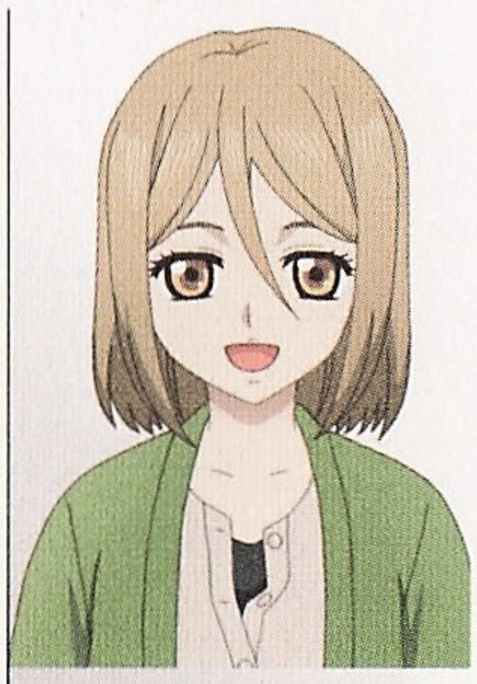


Kumiya Rie
CV: Rie Kugimiya

Velvet's younger brother. He has always been physically weak since birth, and reading was the only pleasure in his life. His hobby is researching ancient documents and imagining travels. He is a spoiled yet considerate older brother who cares for Velvet, but on the “Day of Descent” he becomes a sacrifice for Kanonushi's resurrection and loses his life.

■ Face Pattern


“Even if you read books...”

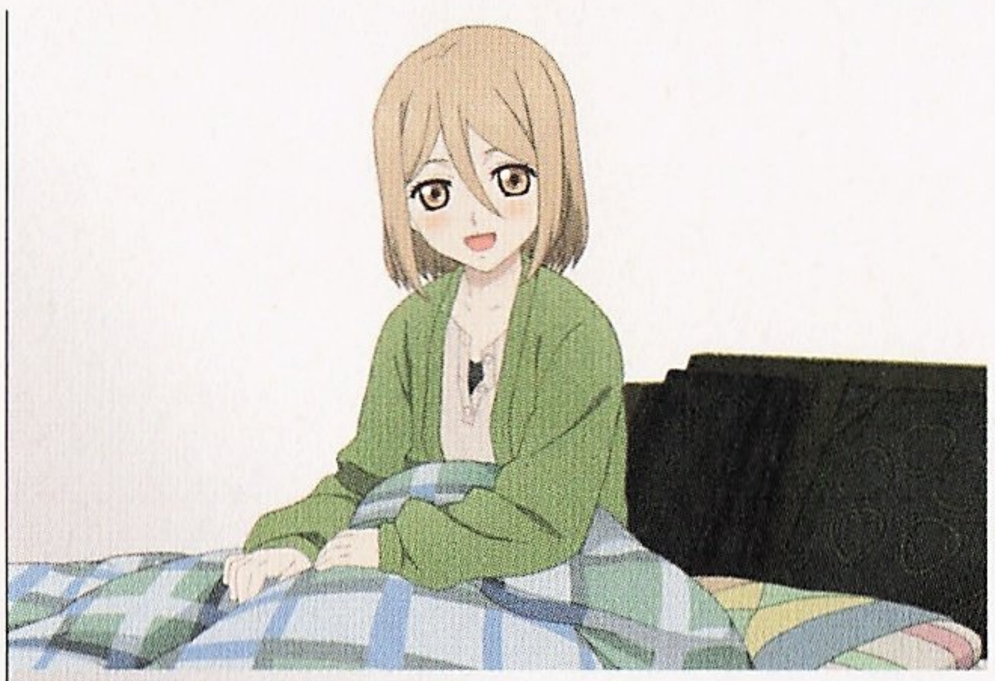

“It's a promise.”

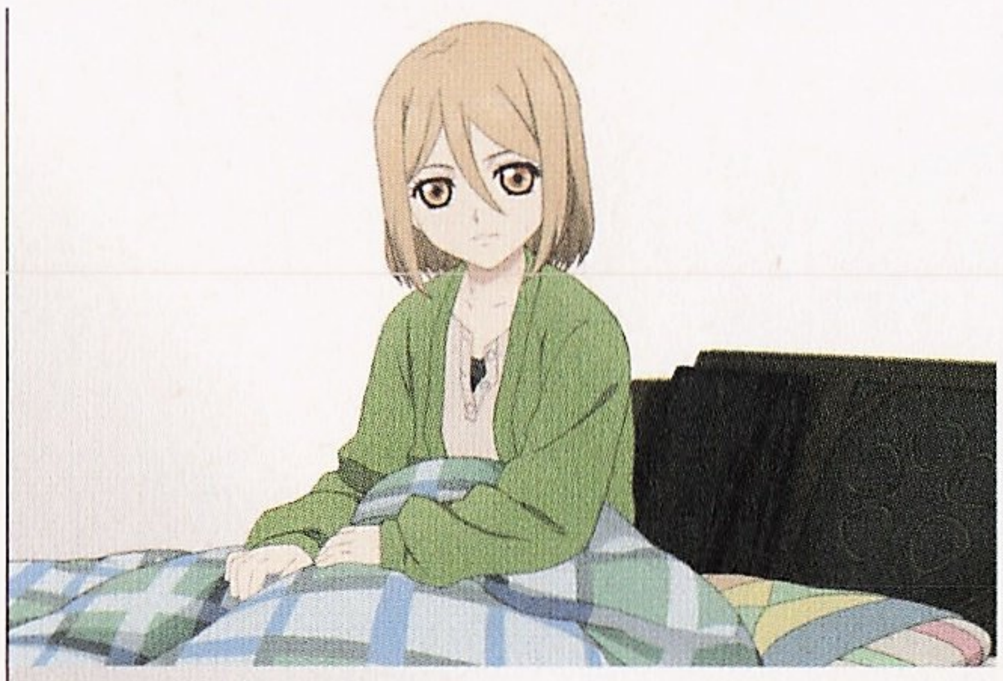
“On the same night as ‘that day’...”

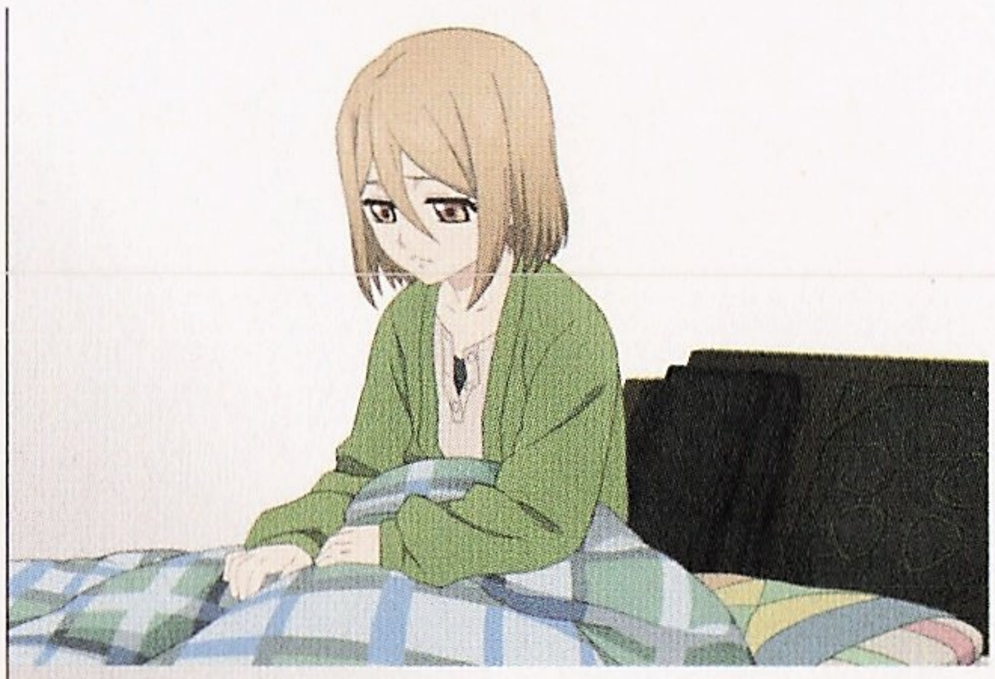
“Really!?”

“You’re not trustworthy, are you?”

「..... I’m sorry」


“Thank you!”


“It’s a talent of the anti-demon soldier.”


“I want to do that. But .....”

Benwick

A crew member of the pirate ship Banertia, who has become a hat that looks like a Sylph imitation and a chipped front tooth a s a trade mark. Despite being young, he supports Vice-Captain Eisen and holds his own against older crew members. He is fear less on dangerous voyages, but he is terribly afraid of dogs.

■ Face pattern

“Well done!”

“To draw a World Map!”

“Seriously?!”

“I understand... I got it.”

“Can you back down?!”

“You’re overestimating me at every turn?!”

“Ah... ugh....”

“Leave it to me!”

“Is this really okay?”

“The ‘Isle of Terror’?!

“Did you cause the explosion?!”

“You’re too soft.”

Dayle

Dile
Nagasako Takashi
CV: Takao Shigetomo

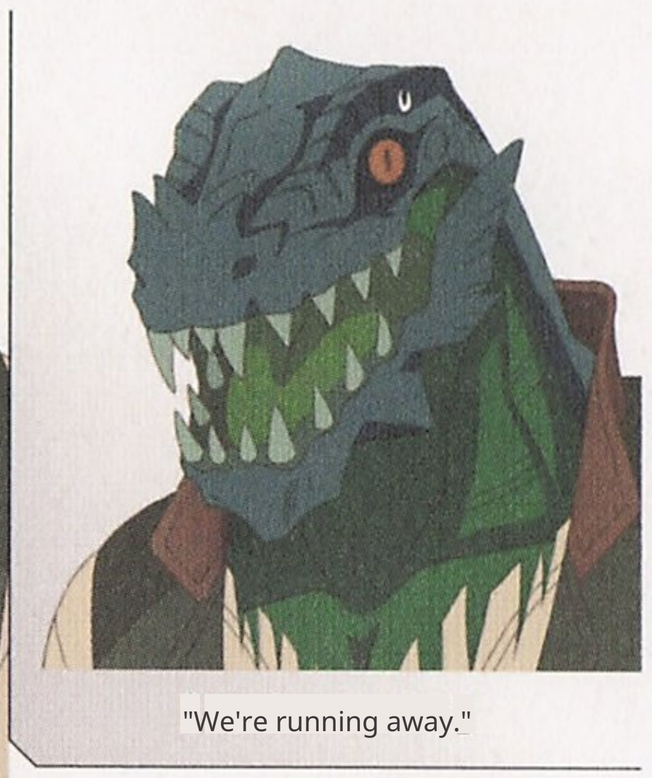
Abandoned by a companion to bear the guilt of smuggling alone du e to a betrayal by comrades, he became a demon of vengeance and malice. After fighting alongside Velvet to strike back, he ends up acc ompanying the journey by circumstance. He has a sharp tongue but is good-natured, acting as a reliable caretaker and all-around helper.

■ Face Pattern

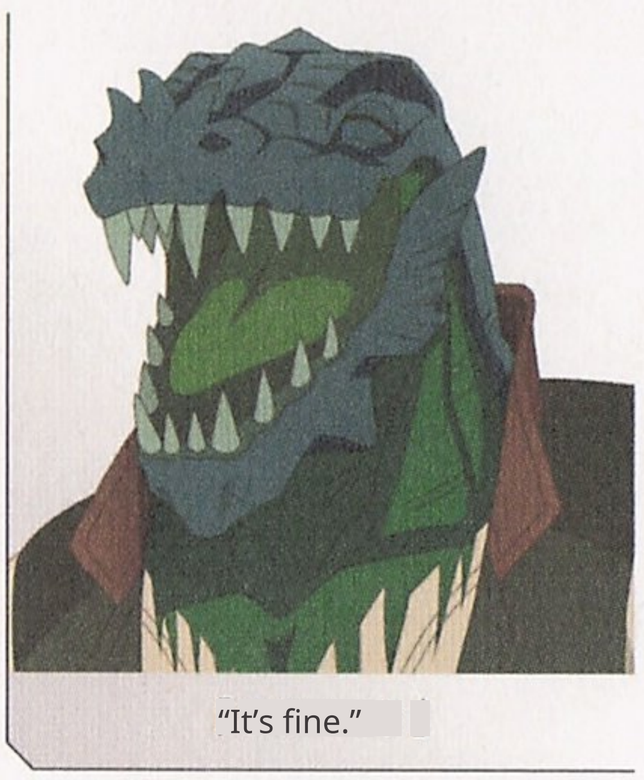
"Sure."

"They call it tail-cutting, you know?"

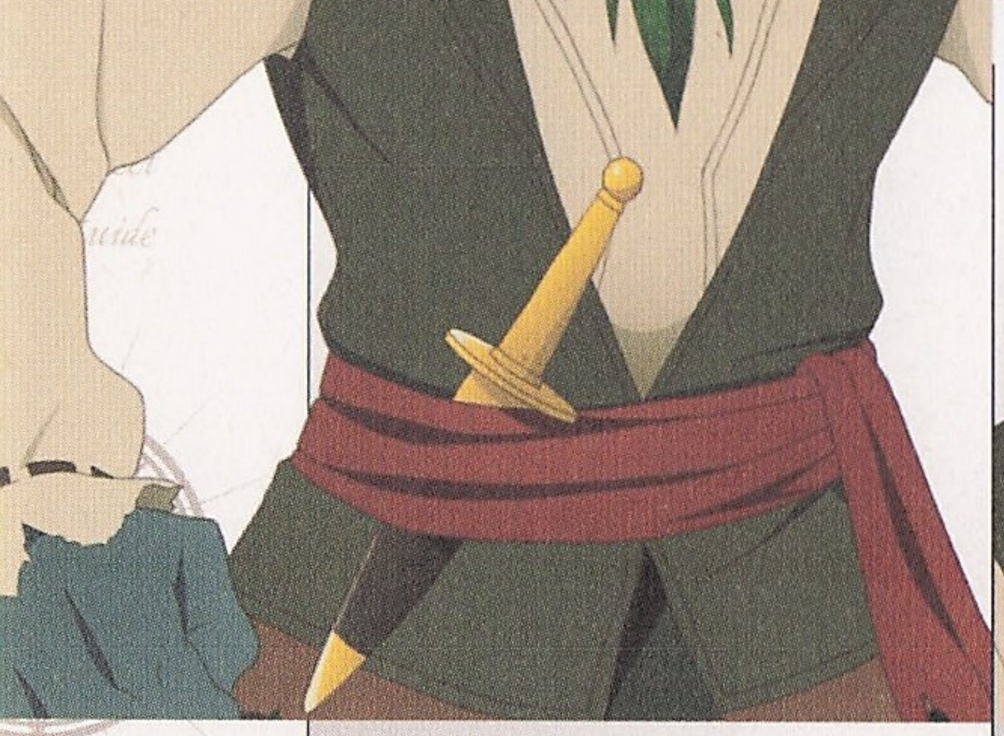
"You lot....."



"We're running away."



“It’s fine.”



“I won’t shed my skin!”

“I’ll blow you away!”

“That won’t come true either.”

Kurogane

A swordsmith who became a demon of calamity, praying only t o surpass the legendary divine blade, Gōran. He originally wor e armor as a warrior, but to forge the two-sword short sword K urogane, he struck off his own head. He continues to challenge with Rocro alongside to defeat Gōran and its wielder, Shigure.

Face Pattern

There is no face, however.

Hey.....

“Decide to be prepared”

“Another complaint, huh....”

“Do as you like.”

“Another complaint, huh....”

SYSTEM
SCENARIO
SUB EVENT
DATA
EXTRA

Moana

Moana
Kurosawa
CV: Tomoyo Kurosawa

A girl who was turned into a demon by the Sacred Dormitory's plot. She grieves over the fact that she cannot learn her mother's whereabouts, blaming it on her own transformation into a monstrous demon. However, through Eleanor's devotion and interactions with the group, she regains her original brightness. She is naive and cheerful and is like a daughter to everyone in the pirate crew.

■Face Pattern

Medisa

CV: Takako Honda

Devout follower of the Kanonushi faith. She believes her daughter D iana became a demon and was executed due to her own fault, and i n atonement she became a man-eating demon herself. While opposi ng Velvet and others who rebel against the saintly dormitory, she pr ojects her deceased daughter Moana and consoles her sorrow.

■Face Pattern

"You won't be saved."

"Because I am your mother."

「……」

"I will kill them!"

“For Moana.”

“Because of me.::.”

“Dianna is.....”

“I've become a demon.”

Grimoire

Grimoire

Fumi Hirano

Voice Actress: Aya Hirano

A figure renowned for being the most erudite and melancholic in t he Norumin realm, with a past connection that once protected Ma giruu. Her nickname is “Grimo-nee-san.” Through deciphering anci ent manuscripts recounting the Kanonushi legend, she meets Ayo ni and, impressed by Lifset’s character, offers her cooperation.

Face pattern

「Tuition is expensive, isn’t it?」

“No way.”

“Are you planning to break the taboo?”

“Oh.”

“... Shall I kill you?”

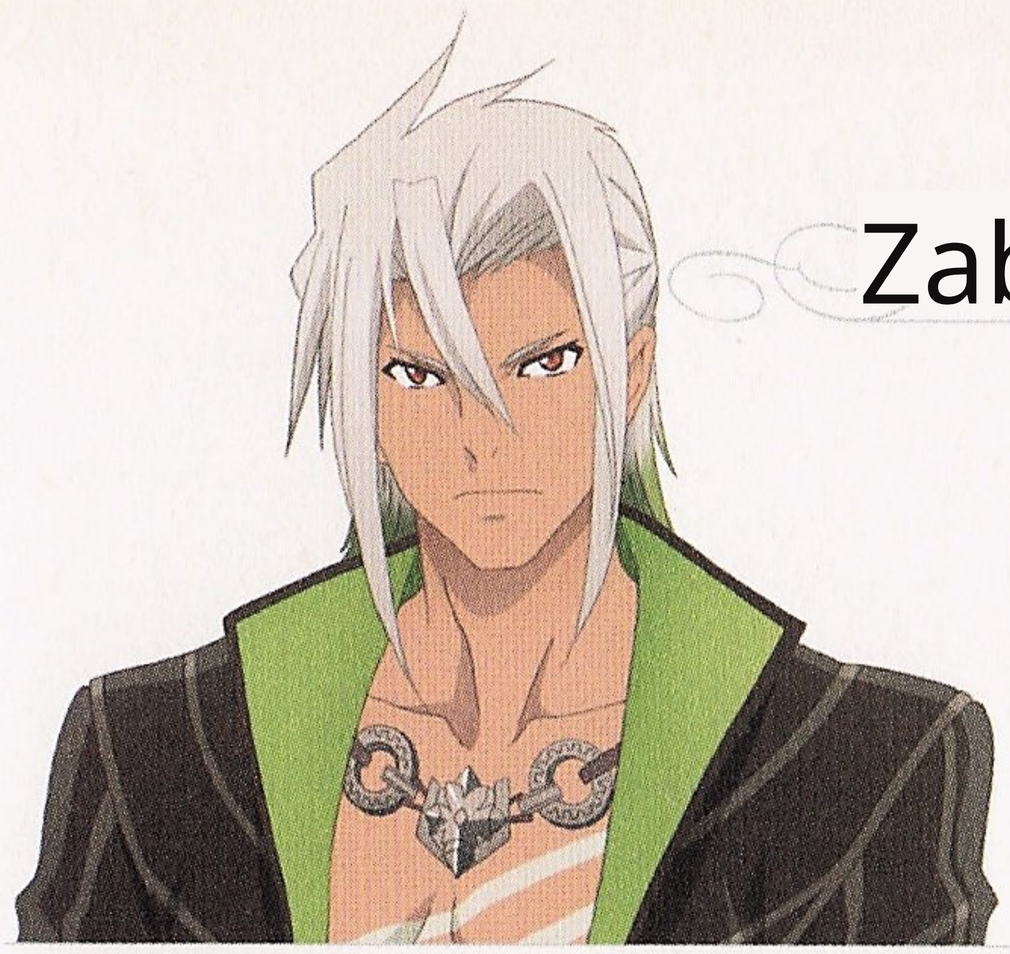
“I just can’t seem to get it to work.”

“Why do you think so?”

“Indeed, isn’t that so...?”

“It’s too heavy to handle...”

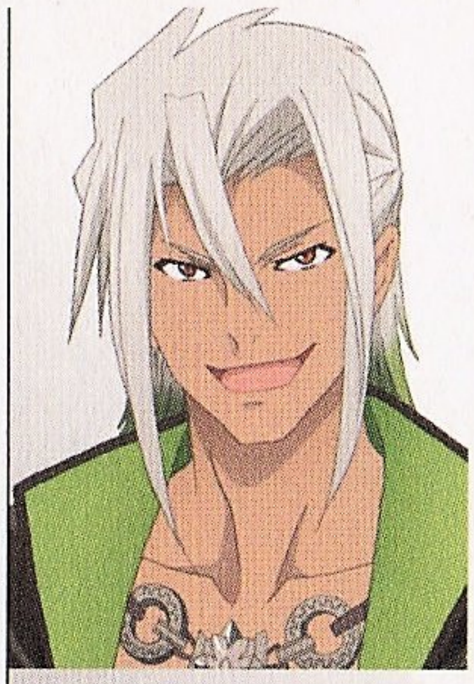
Zabida

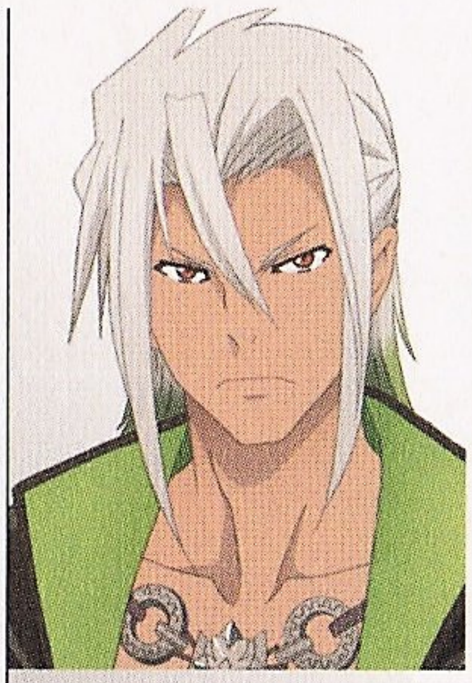


Dake Jirou
CV: Kenji Tsuda

From his gratitude toward Aifreed, the self-styled "fighter" Saint Slaughter who indep endently pursues the mystery of his disappearance. For some reason, he adheres to a code of never killing, even if it means dealing with demons, and clashes in various wa ys with Eisen, who should share the same goal, due to differences in thinking.

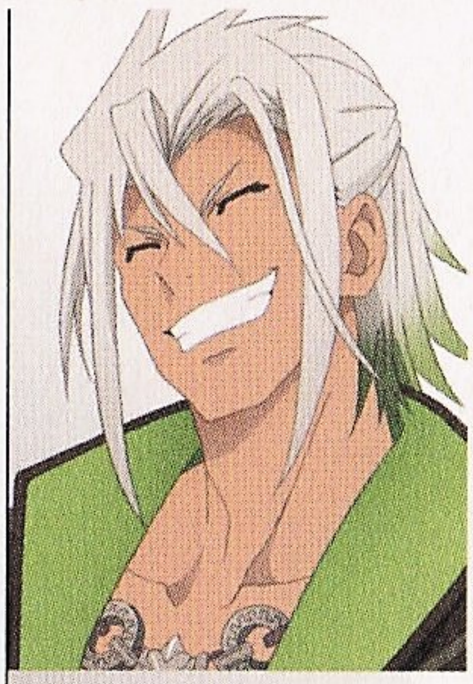
■Face Pattern

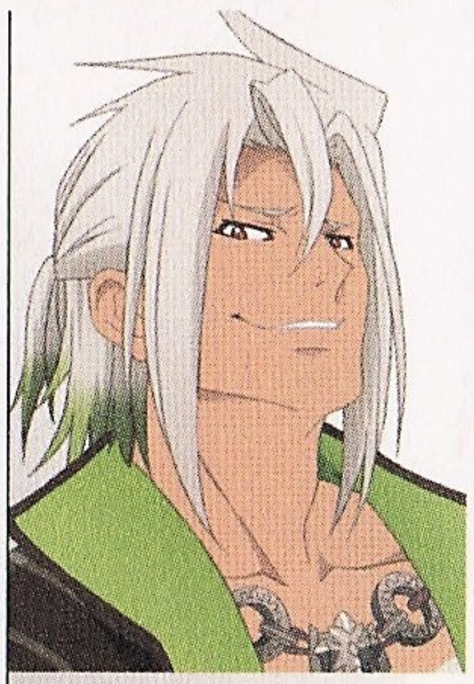

I see

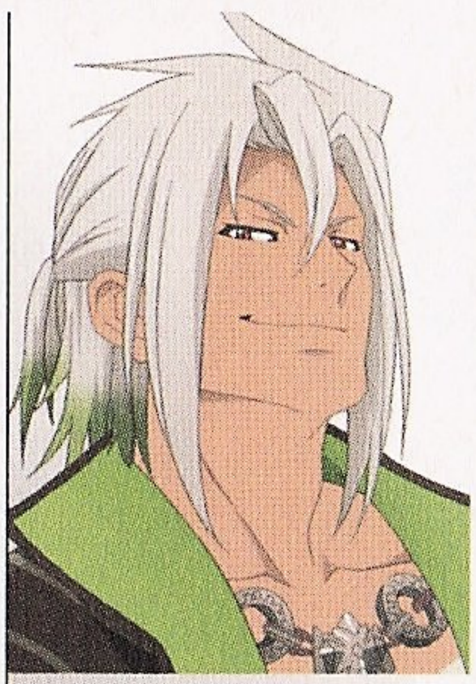

We can't team up

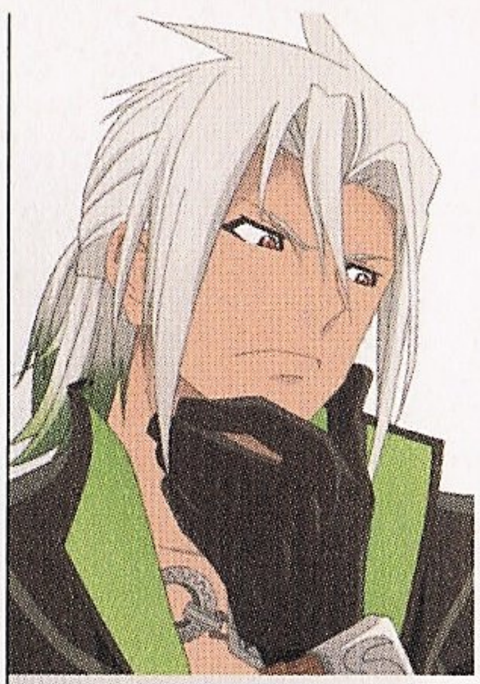
Tsk

What the hell did you do!!

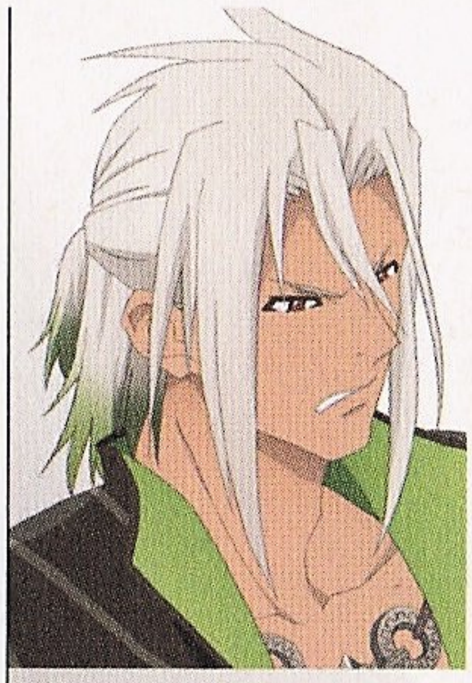

This looks like it will be fun!

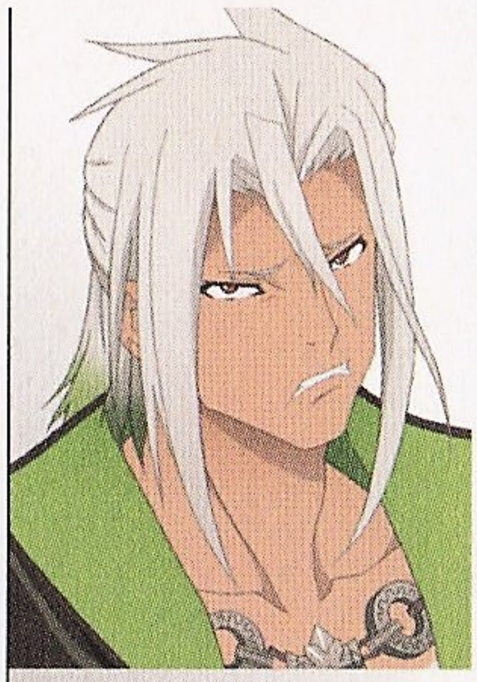

Hoo~♪


That's amazing!


"You probably didn't know."

"What do you mean?"


"... She's a terrifying woman."


"What did you say?"

"It's a prayer to that 'someone.'"

White turtle

White-Kamenin

Inoue Marina

CV: Mari Ina Inoue

Traveling around the world and striving hard, a member of the Kamenin tribe. They uphold “The customer’s smile comes first,” and win trust with diligent business, but they are repeatedly pushed to tears by the uncompromising demands of Velvet, and gradually grow rough in response...

■Face Pattern

“Excuse me.”

“The customer’s smile comes first!”

“No way!”

“Ugh... waaaah~~~!”

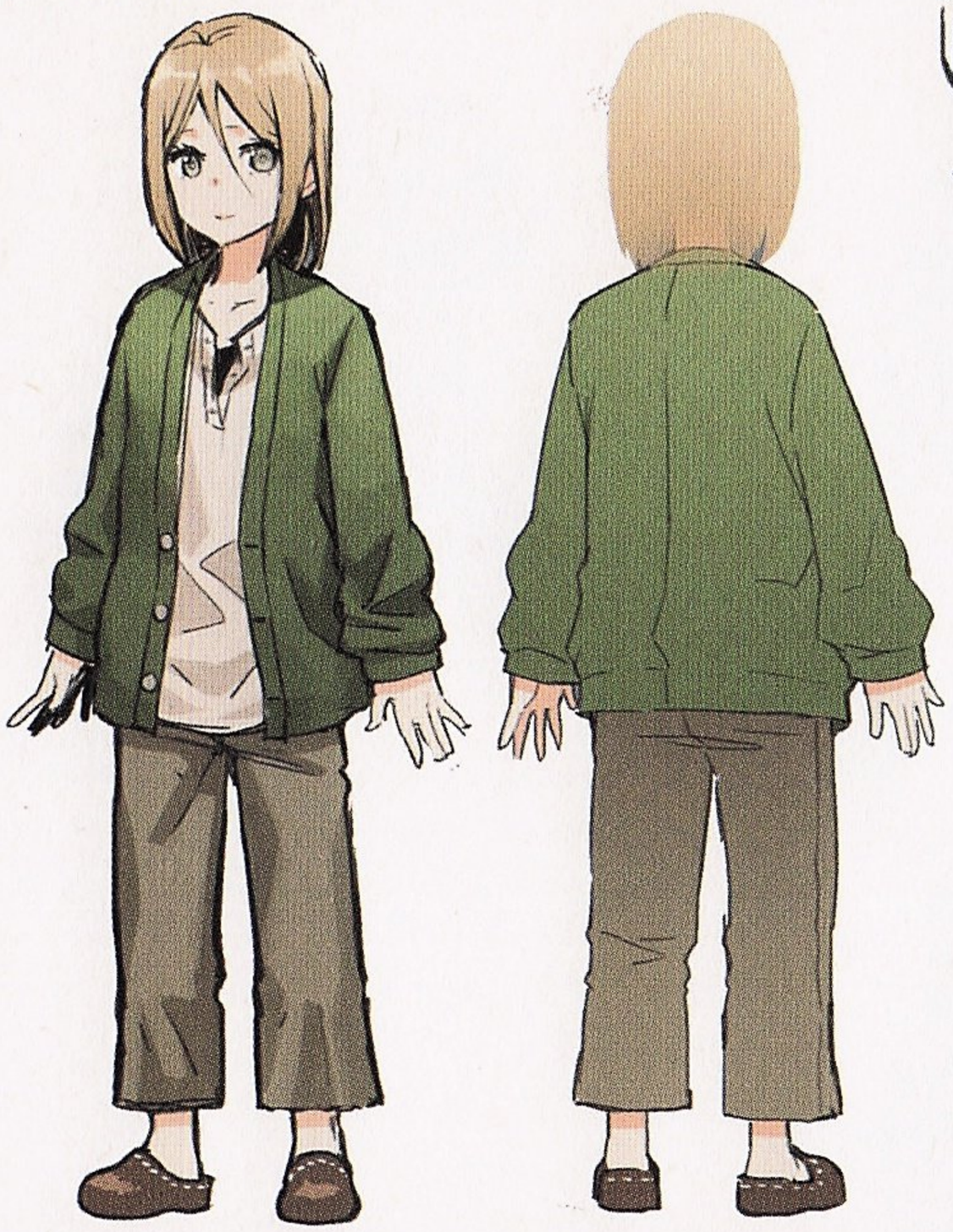
“Indeed, that’s true, but...”

“Huh!?”

“Thanks to you guys.”

“I’d like to request an increased fee!”

▶ Rifiset



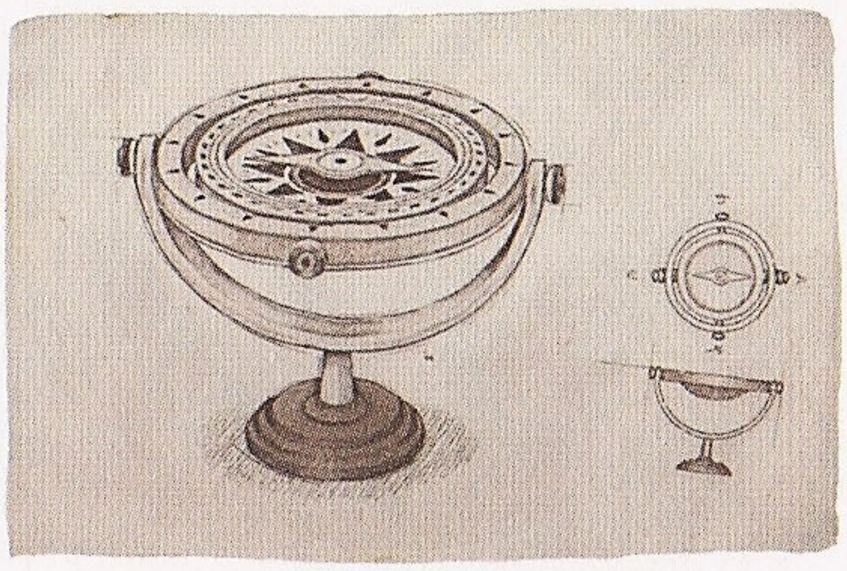
When she shakes her head
Hair of a length that does not constantly poke into the body

A plain outfit consisting of an unwashed shirt with a cardigan over it, which is a very common style in Av ar Village. For Raiffiset, who spends more time in be d than walking around, it is even sleepwear.

▶ Comb

▶ Ancient documents (originals, copies)

▶ Diagram of a compass



▶ 9-year-old Velvet & 4-year-old Raiffiset

Button

Two children in a movable poncho-style jack et. Velvet's boots and Raiffiset's trousers are both made to be worn for a long time, so th ey are in larger sizes.

▶ Velvet (Adventure Clothing)

For ED roll

Velvet Adventure Clothing

Coat back
Like this
Please

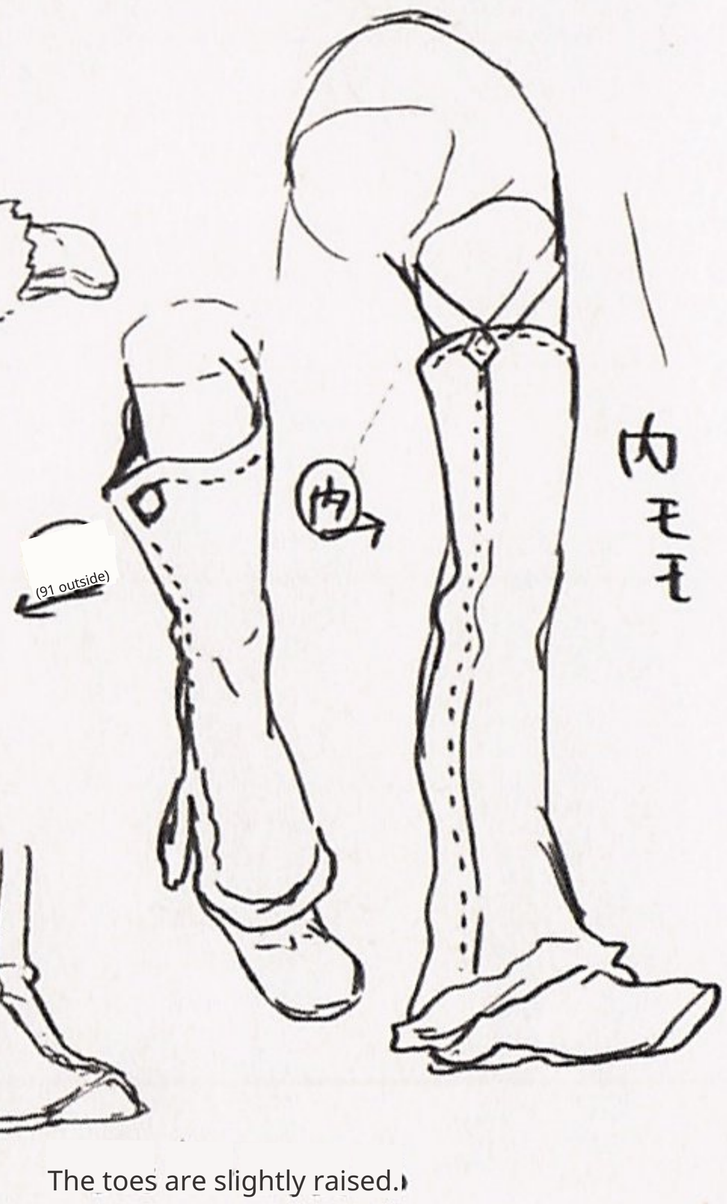
The adventure clothing Velvet wears in the end credits. Traveling across the world together with my younger brother Raifisset, a tumultuous journey that spans continents, turning a dream I wanted into a reality—the world of “what if.”

Under the coat

Villager clothes

▶ Velvet (Winter Clothing)

As above, the winter clothing in the end credits. A double-layered coat made with abundant fur, paired with overpants for a style that can withstand the freezing journey to North Ghand.



The toes are slightly raised.

▶ Raffset

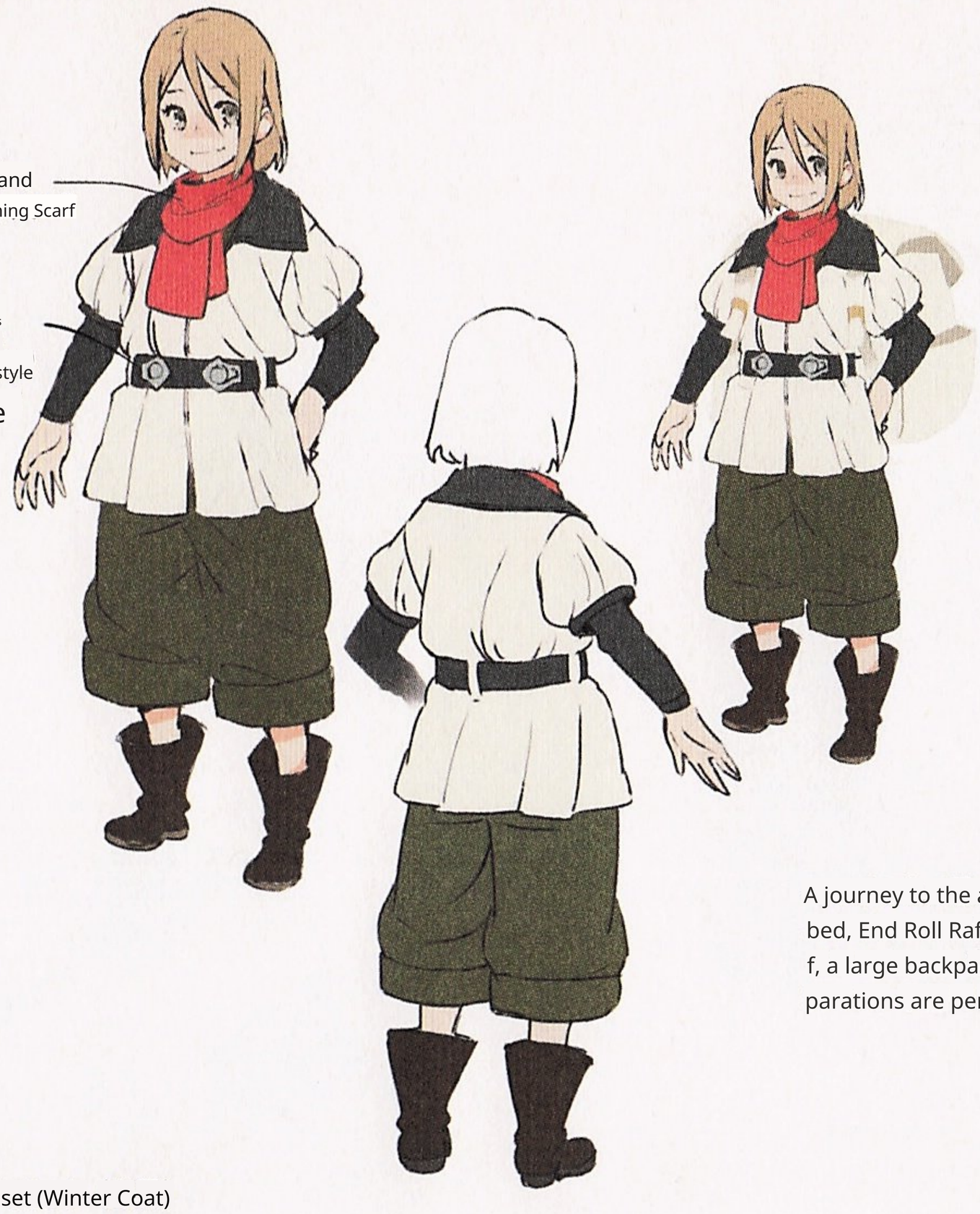
Adventurer Outfit

Velvet and
Matching Scarf

Metal fittings details

Velvet's
Coat-style

Please



Shoe size is

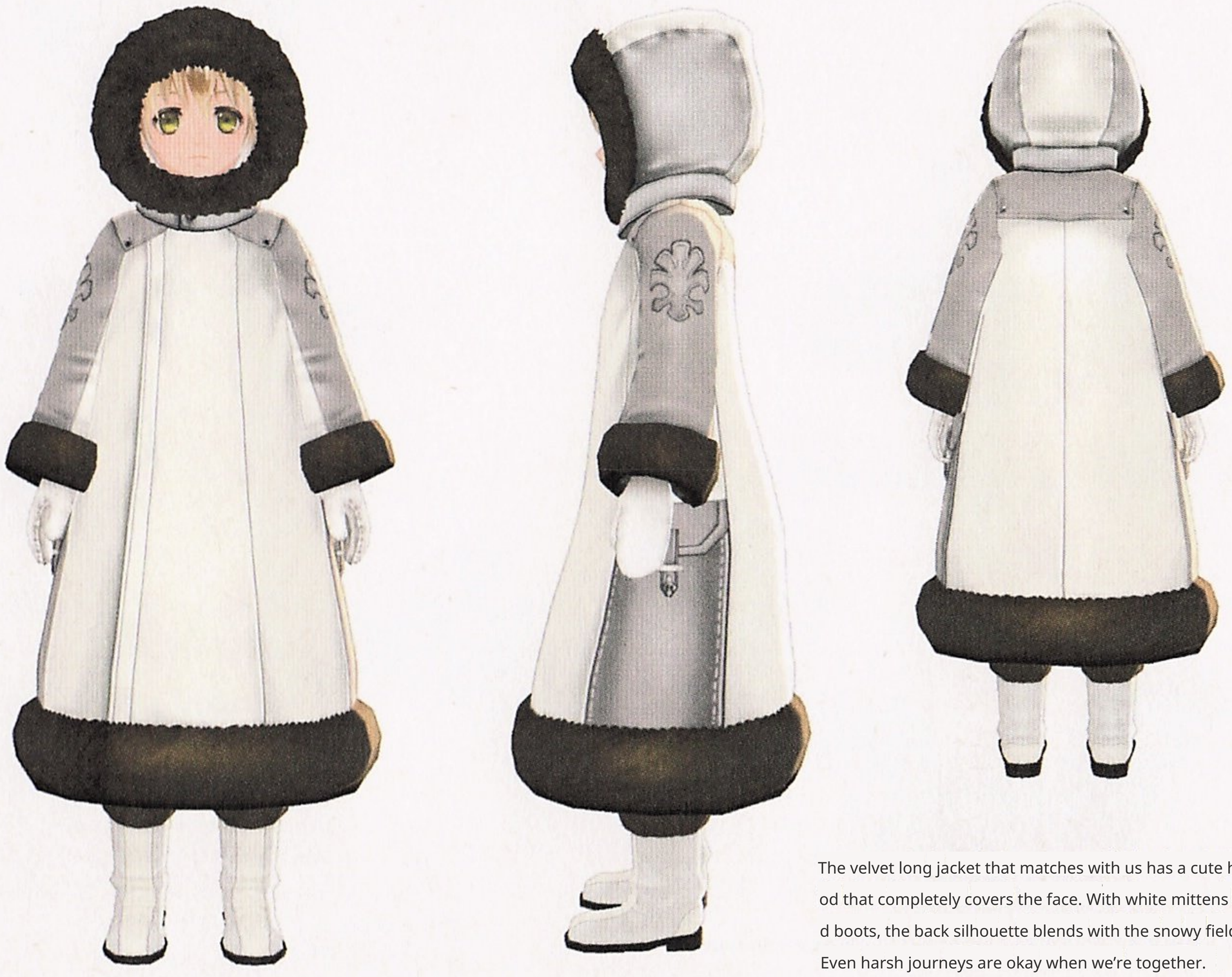
Around thi
s size, please

One part is cut off, but
the bag looks like this
Please.

There is

A journey to the adventure I imagined on the bed, End Roll Raffset. With safari look and scar f, a large backpack on the back, the travel pre parations are perfectly done as I studied.

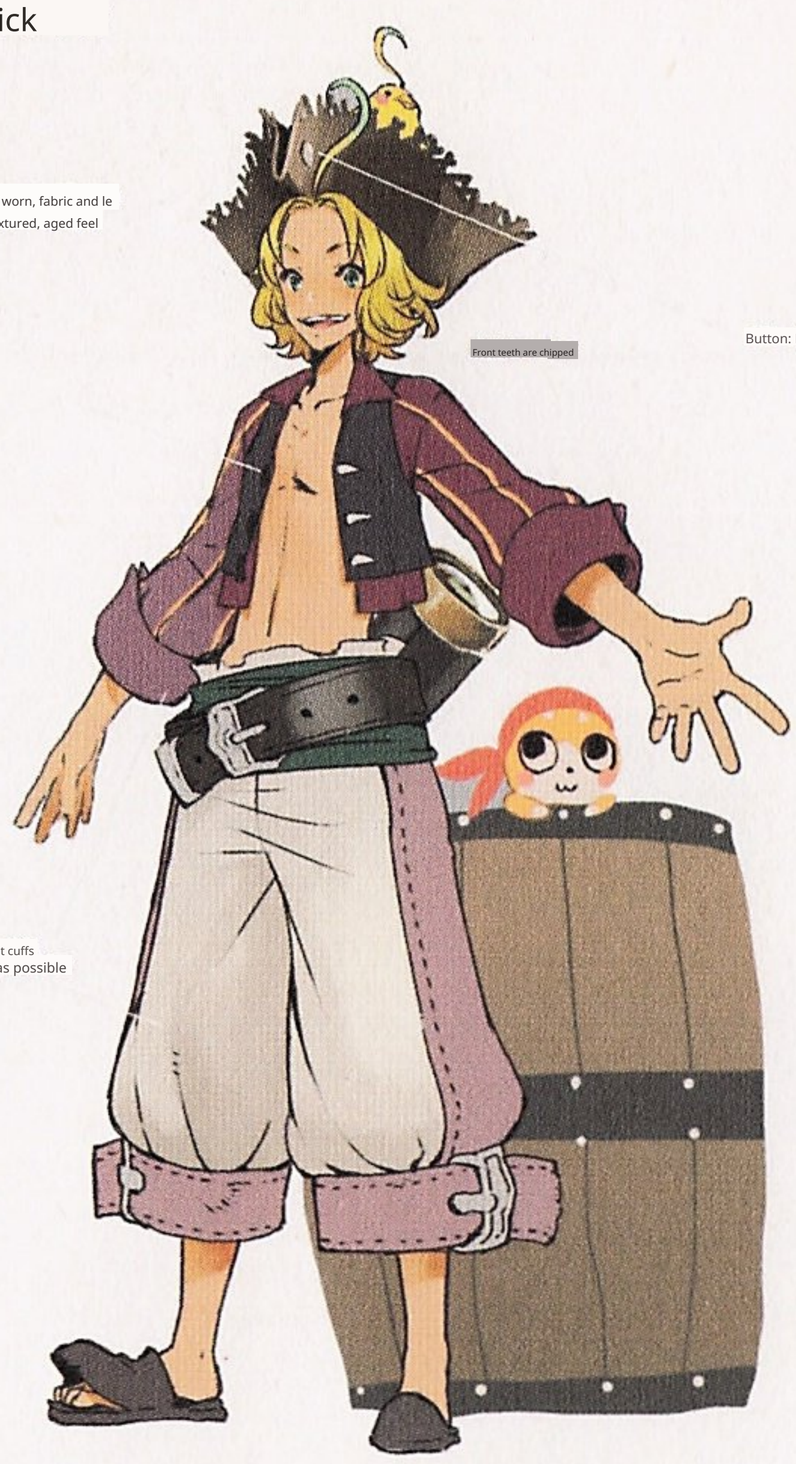
▶ Lughuset (Winter Coat)



The velvet long jacket that matches with us has a cute ho od that completely covers the face. With white mittens an d boots, the back silhouette blends with the snowy field. Even harsh journeys are okay when we're together.

Benwick

The overall image is of worn, fabric and le ather clothes with a textured, aged feel



In half-length shirt with worn sandals, appearance is of a p irate life that prioritizes little else. The large telescope carri ed at the waist is indispensable for supporting the voyages of the Banertia ships and exploration vessels.

Benwick and Sylphlike creature

Benwick's hat has long since lost its brim, and w hat remains is only the brim. In other words, the hatchling Sylphlike creatures nest in the hat and seem to always settle on the top of his head...

Tales of Berseria Perfect Guide

Ayfrid

Earrings

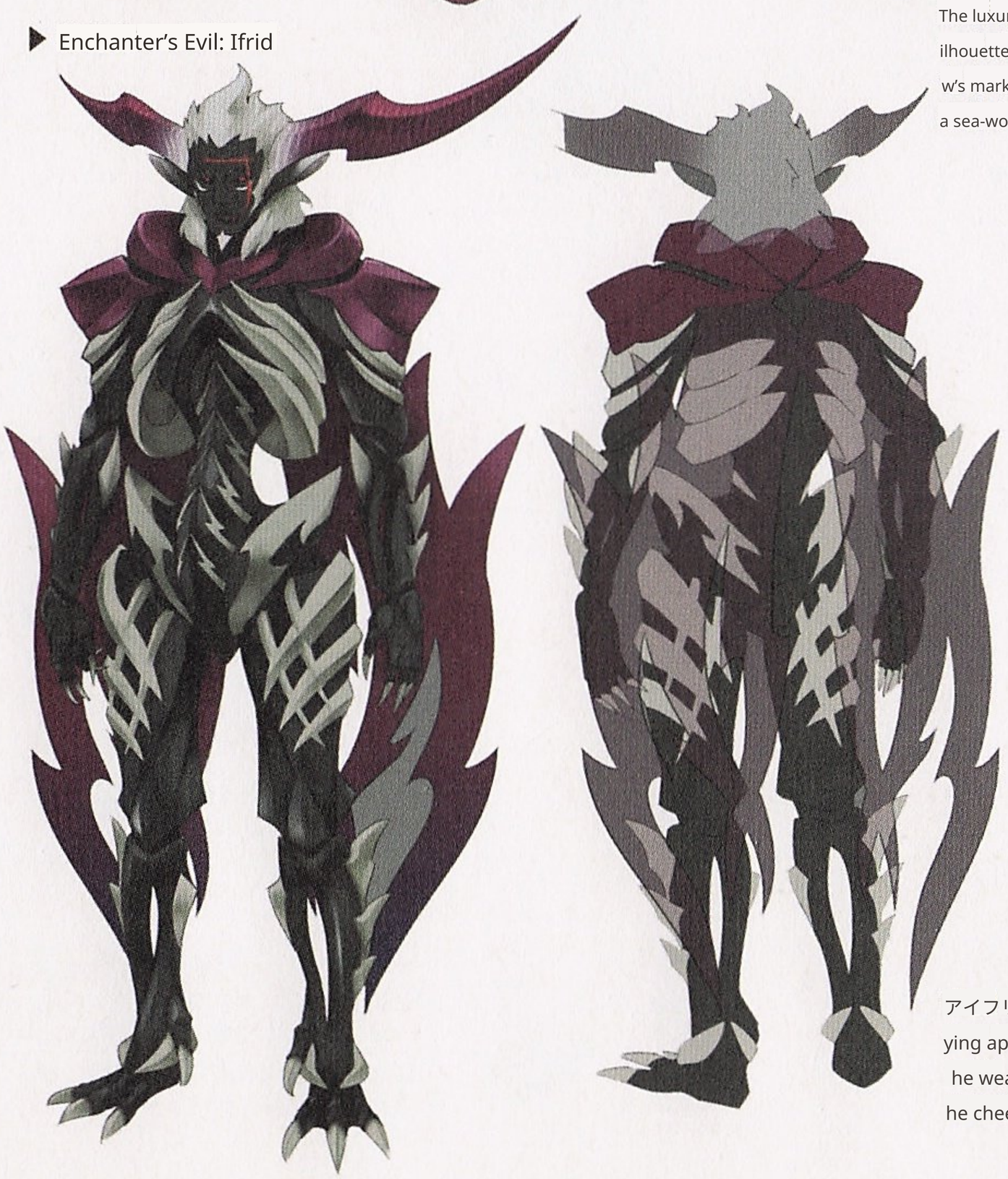
Pirate crew mark
It is carved in relief as shown in the figure below.

アイフリード海賊団マーク

Reference layout

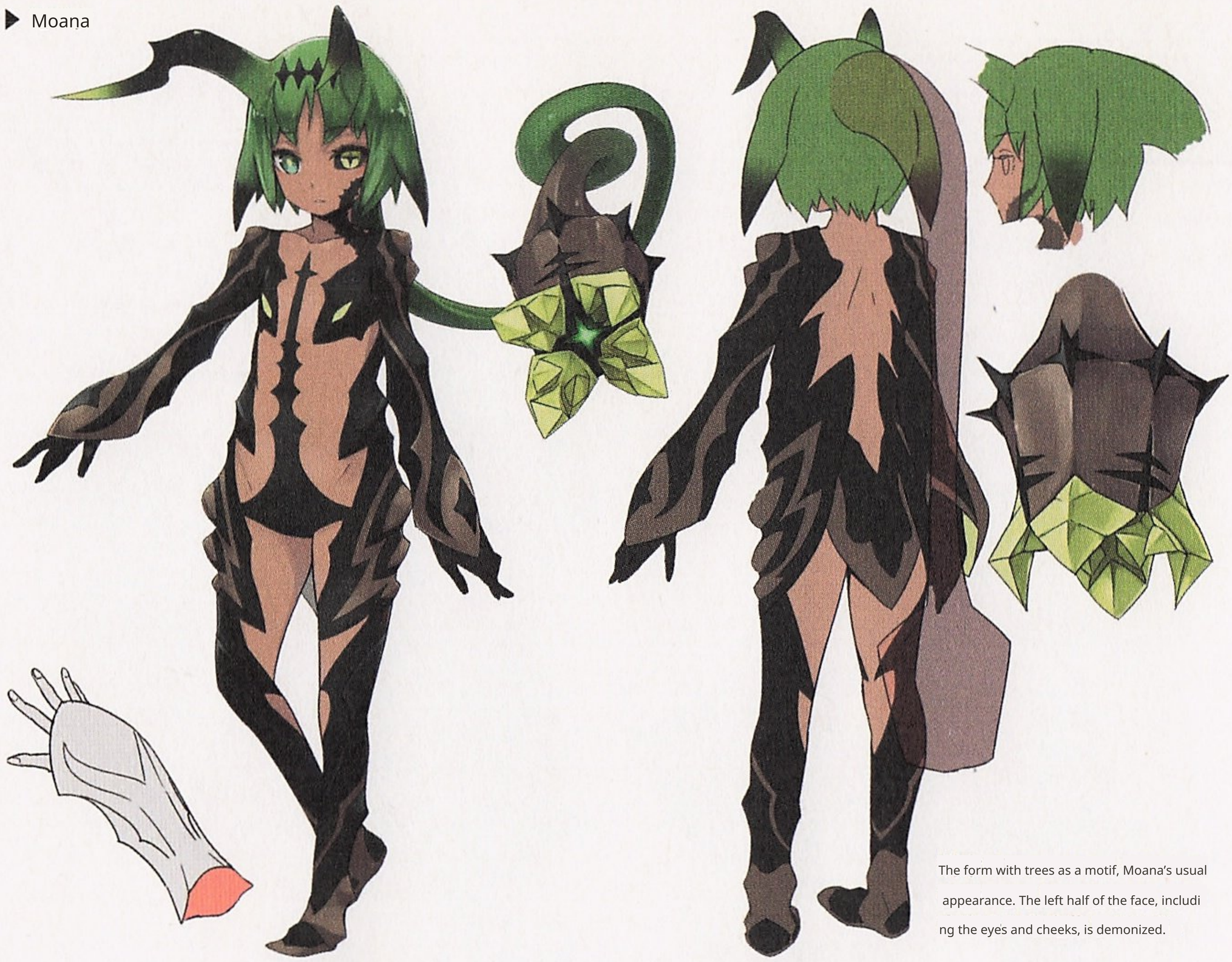
The luxurious Justaucorps with a bicorne hat presents a dignified s ilhouette reminiscent of Bicornu. The collar features the pirate cre w's mark, and the earrings are designed like anchors, showcasing a sea-worthy man's attention to detail.

Enchanter's Evil: Ifrid



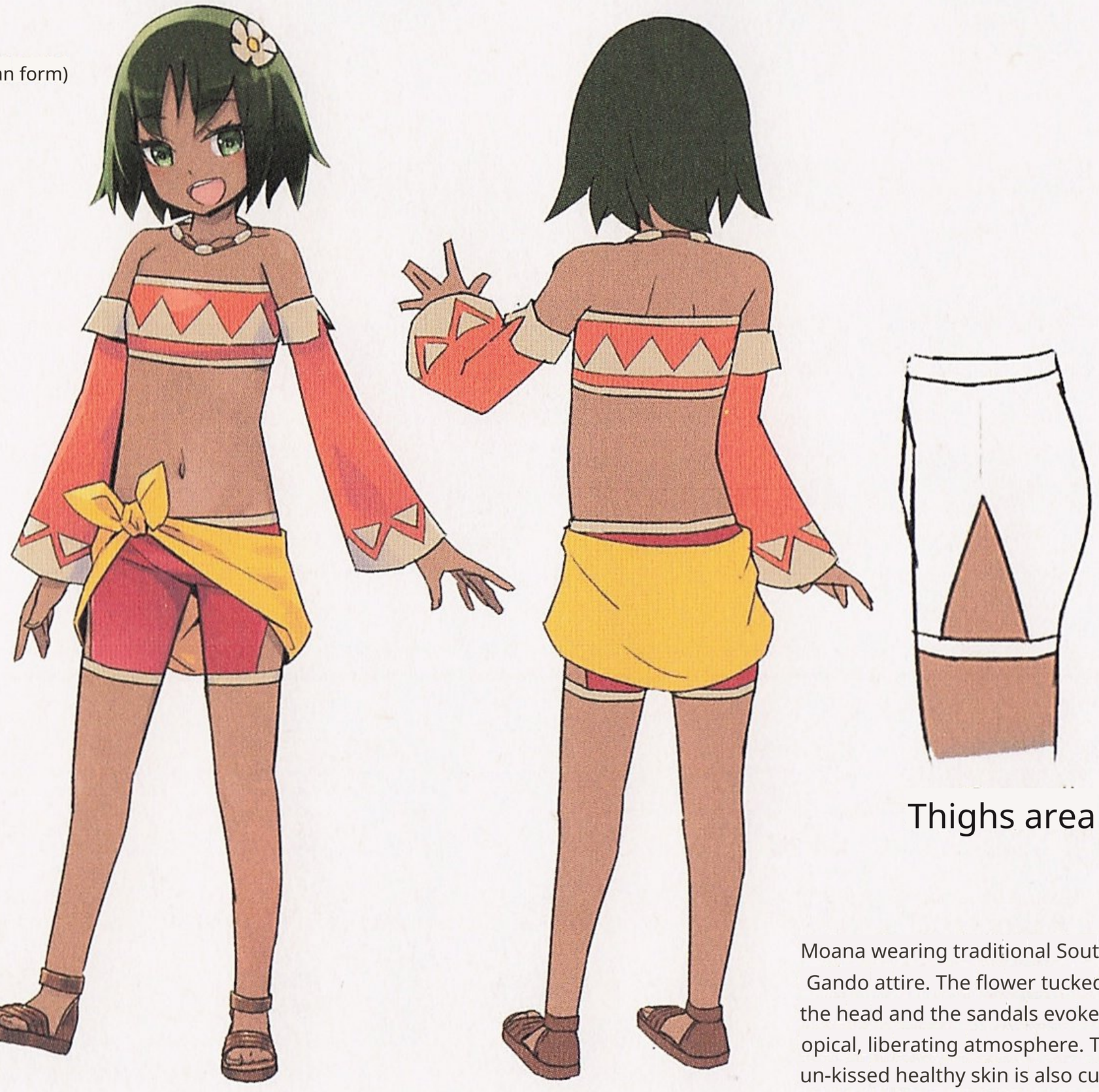
アイフリード transformed into a demon possesses a terrif ying appearance that recalls a skeletal frame, yet the cloak he wears, the chin beard, and the scars from the eyes to t he cheeks vividly reflect his past human visage.

Moana



The form with trees as a motif, Moana's usual appearance. The left half of the face, including the eyes and cheeks, is demonized.

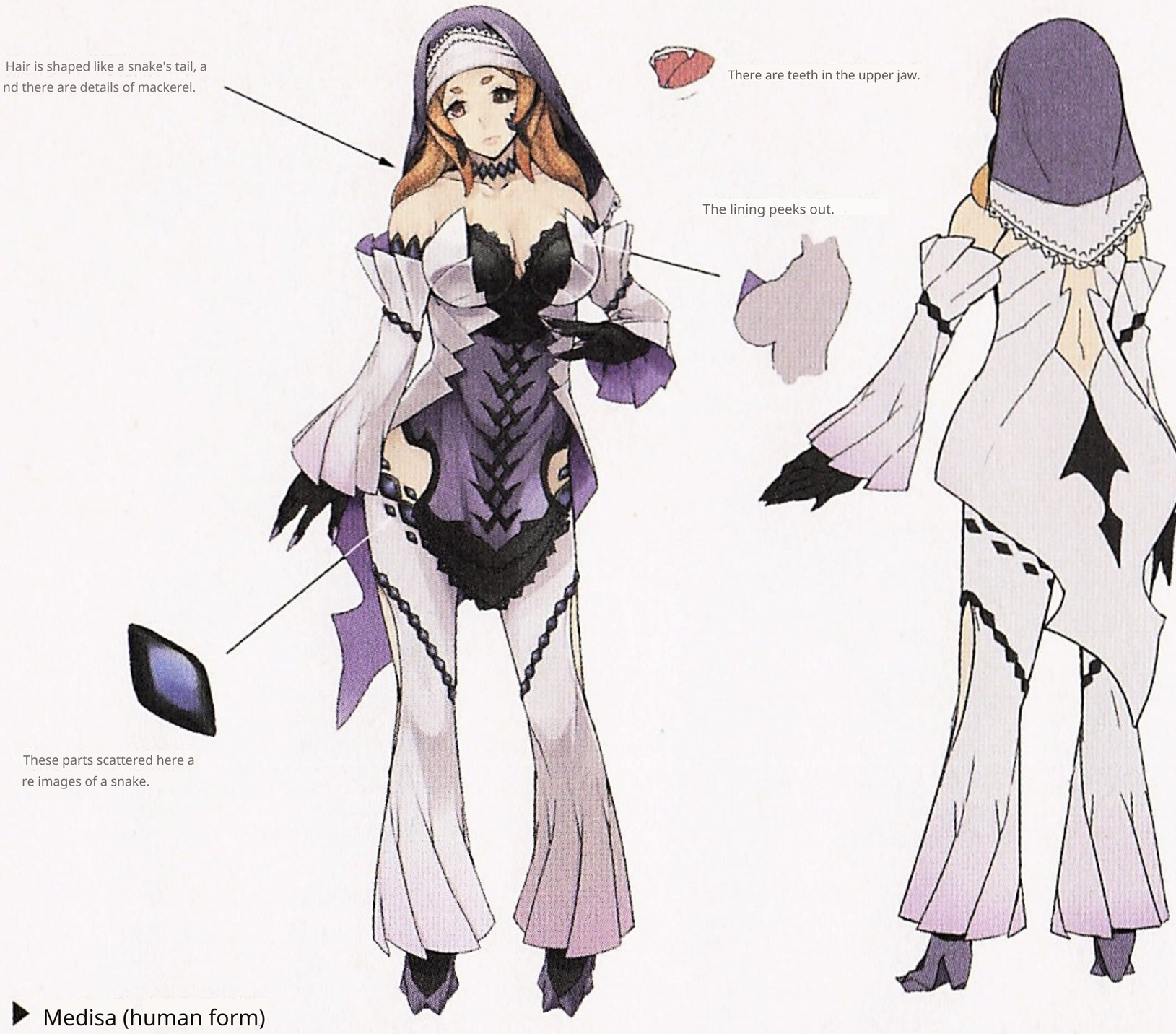
Moana (human form)



Thighs area

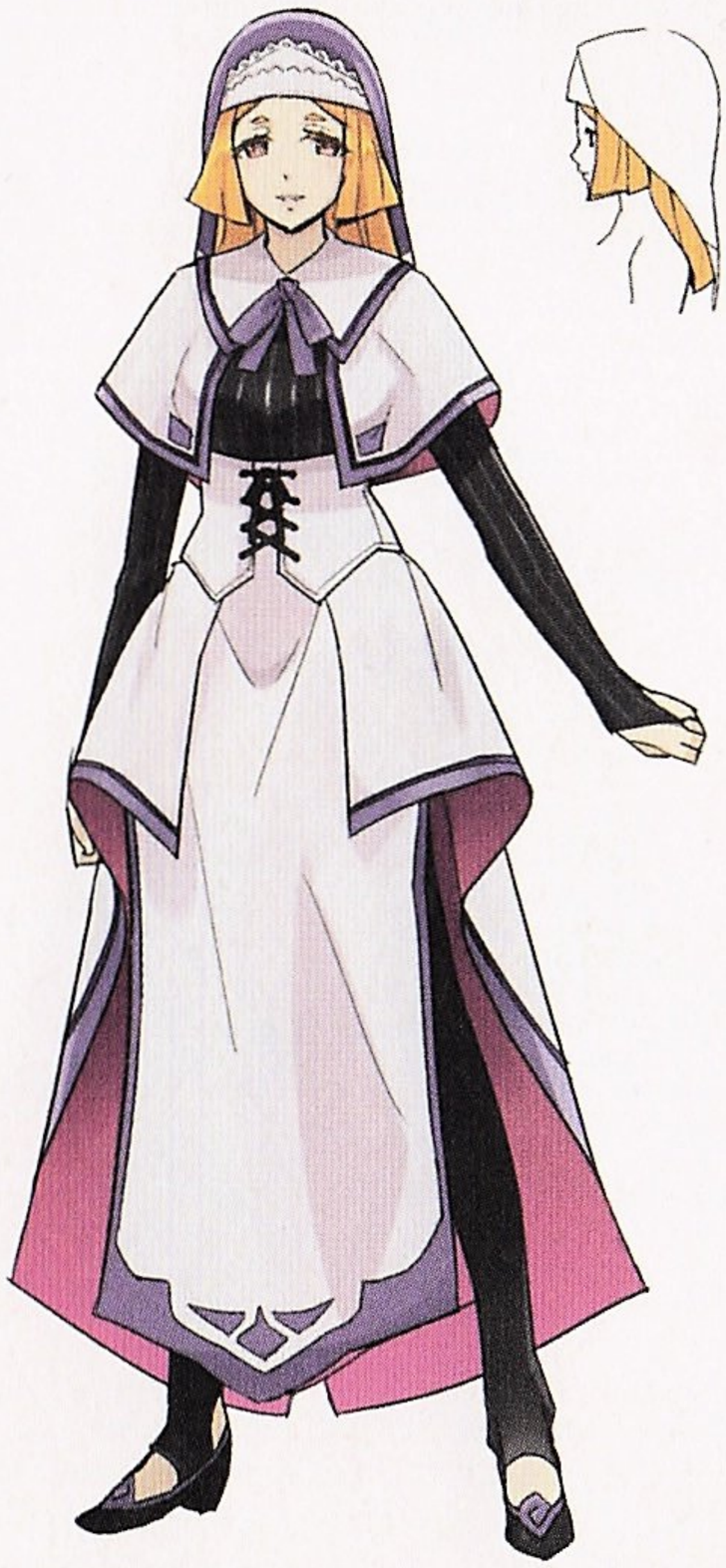
Moana wearing traditional Southern Gando attire. The flower tucked on the head and the sandals evoke a tropical, liberating atmosphere. The sun-kissed healthy skin is also cute.

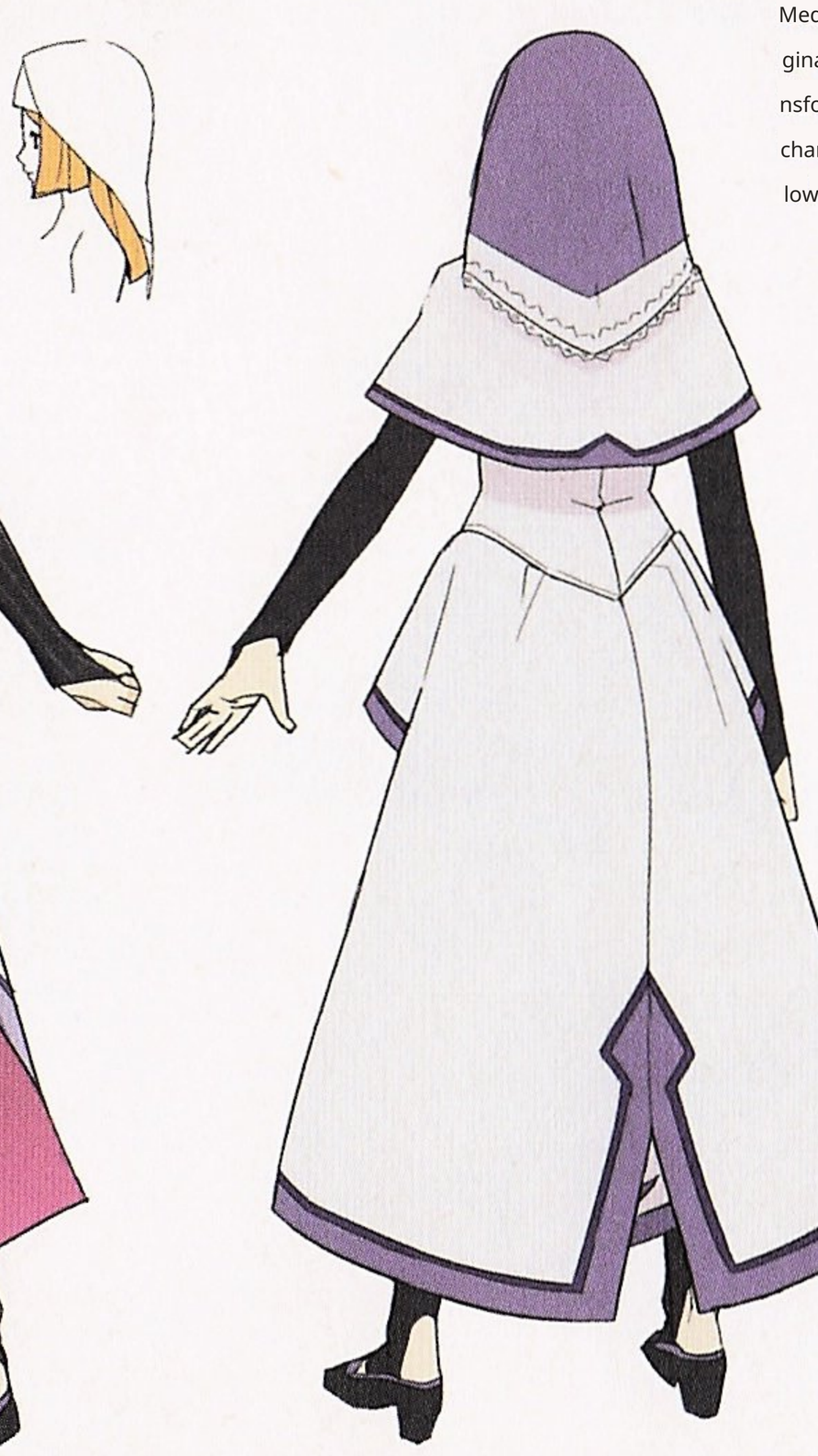
Medisa



Medisa (human form)

Medisa, a devout follower of the Kanushi faith, originally wore nun-like clothing, but after being transformed into a demon-eater, various parts have changed to resemble snakes. She also bears the glow of a demon in her left eye, just like Moana.





Under the cape

Dayl (human form)

Long Right Side

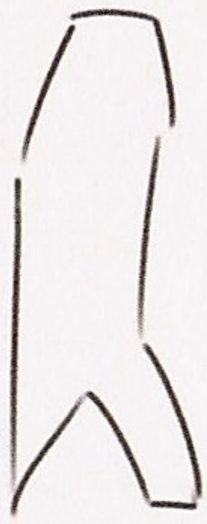
Even I am prone to forget, the form I had as a human. Di scouraged by life in a cold village, I ran away from my ho meland, descended into crime as a man under middle ag e; yet now a lizard seems more fitting for him!?

Grimoire

The gazes peek from under the brim of a hat p ulled low, and everything seems seen through by the small yet formidable Grimmoire. The cap e design is the same as the one Magillu wore.

Tales of
Berseria
Perfect
Guide

▶ ザビーダ



Boldly exposed chest and large inseam. A rustic, unrefined look. The waist Horus

クセサリー、無骨なブーツなど、

5-89-57-KEt&t.

リ

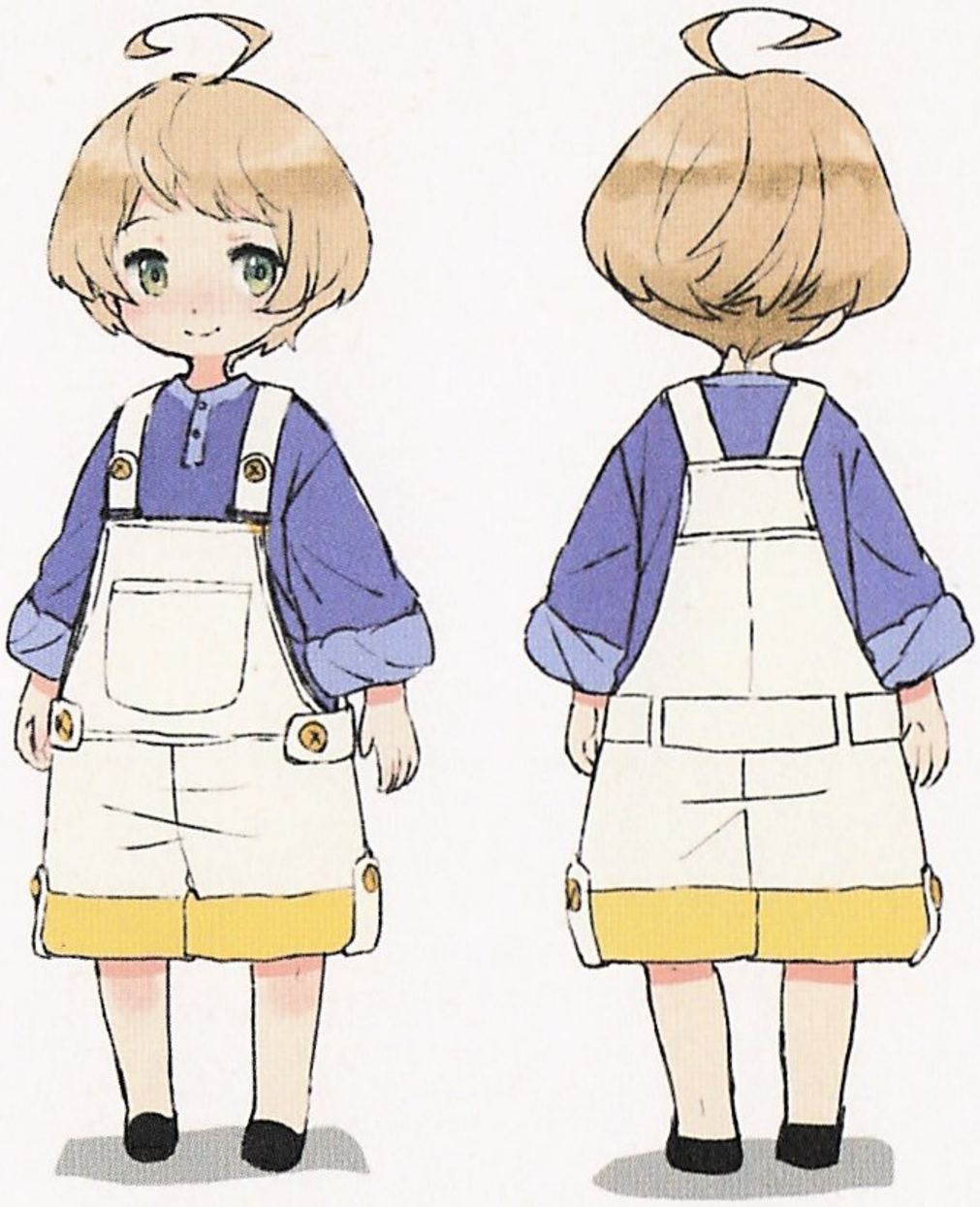
アイフリードから預かったもの。

▶ ザビーダ・衣裳詳細

▶ Celica

Pairing a pinafore dress with a plain yet clean style in One Piece. Delicately adorned ribbons are subtly applied to the sleeves, back, and poc kets as Celica’s understated fashion.

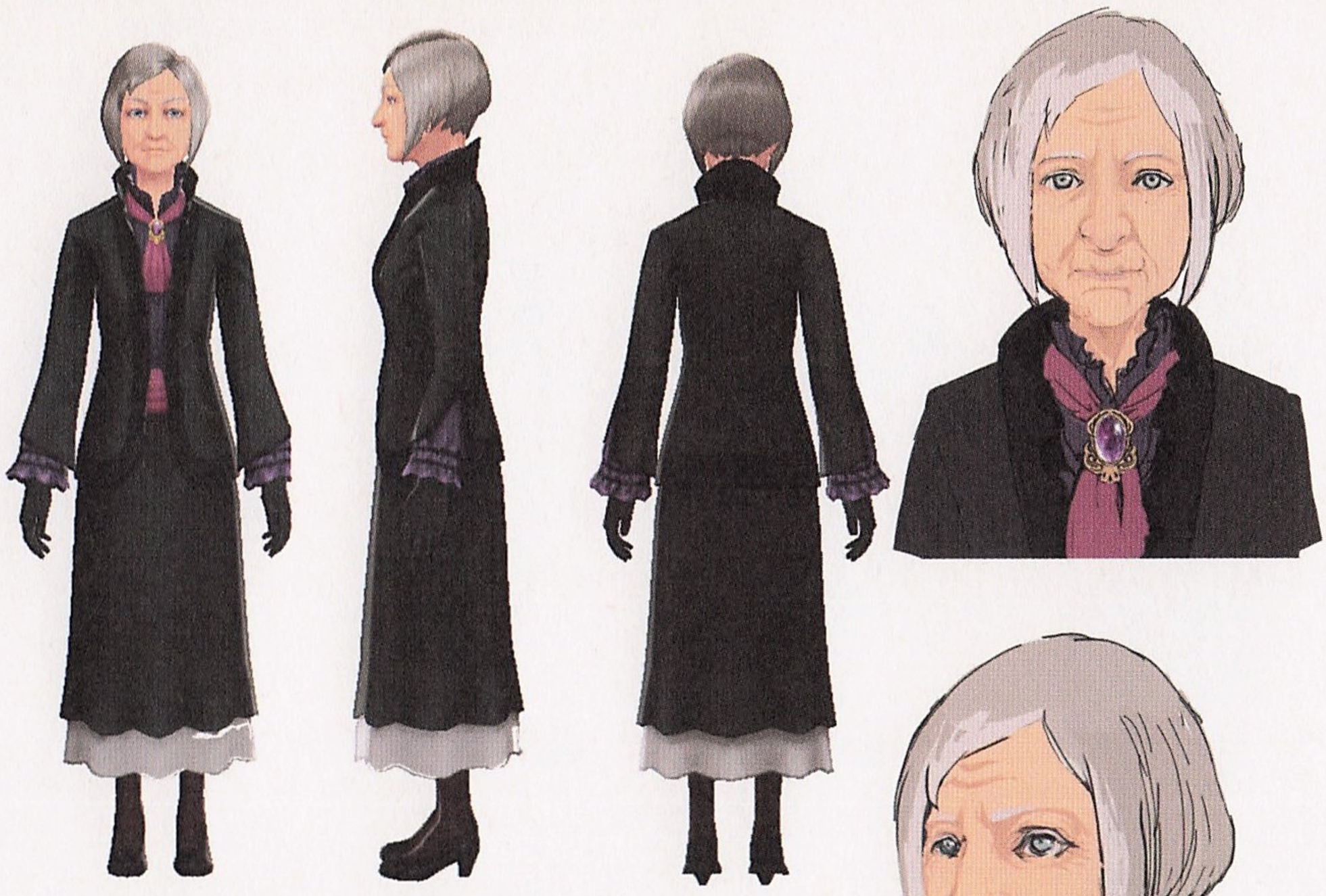
▶ Selika's son, Raifuset



Only visible in the ending credits, the world of “What If.” The son of Serika, born in that world. His light-colored hair is inhe rited from his uncle Raifisette, and his distinctive perky curls stand up in the same way as Raifsette from Seirei.

▶ Orl and Tros

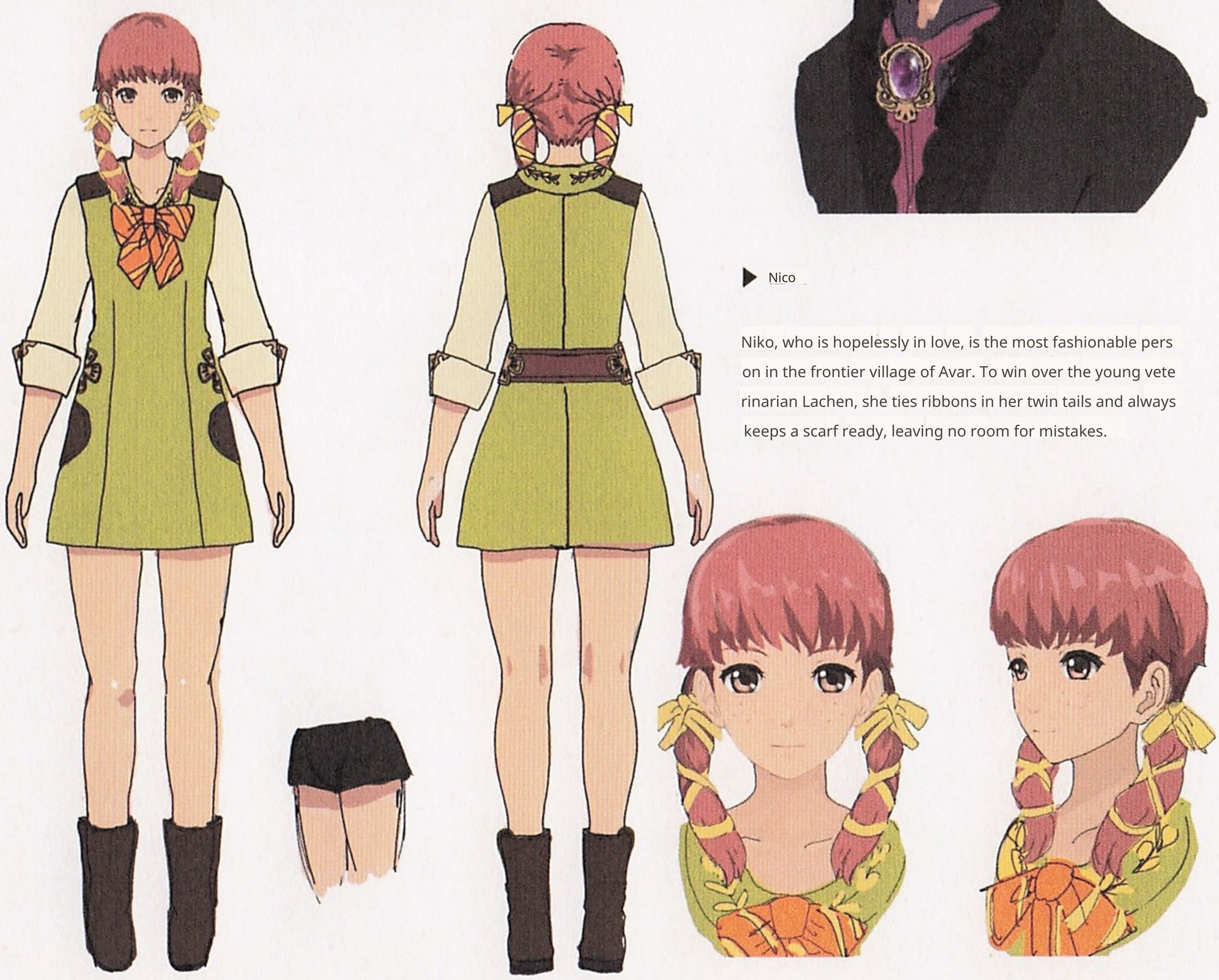
▶ Tabasa



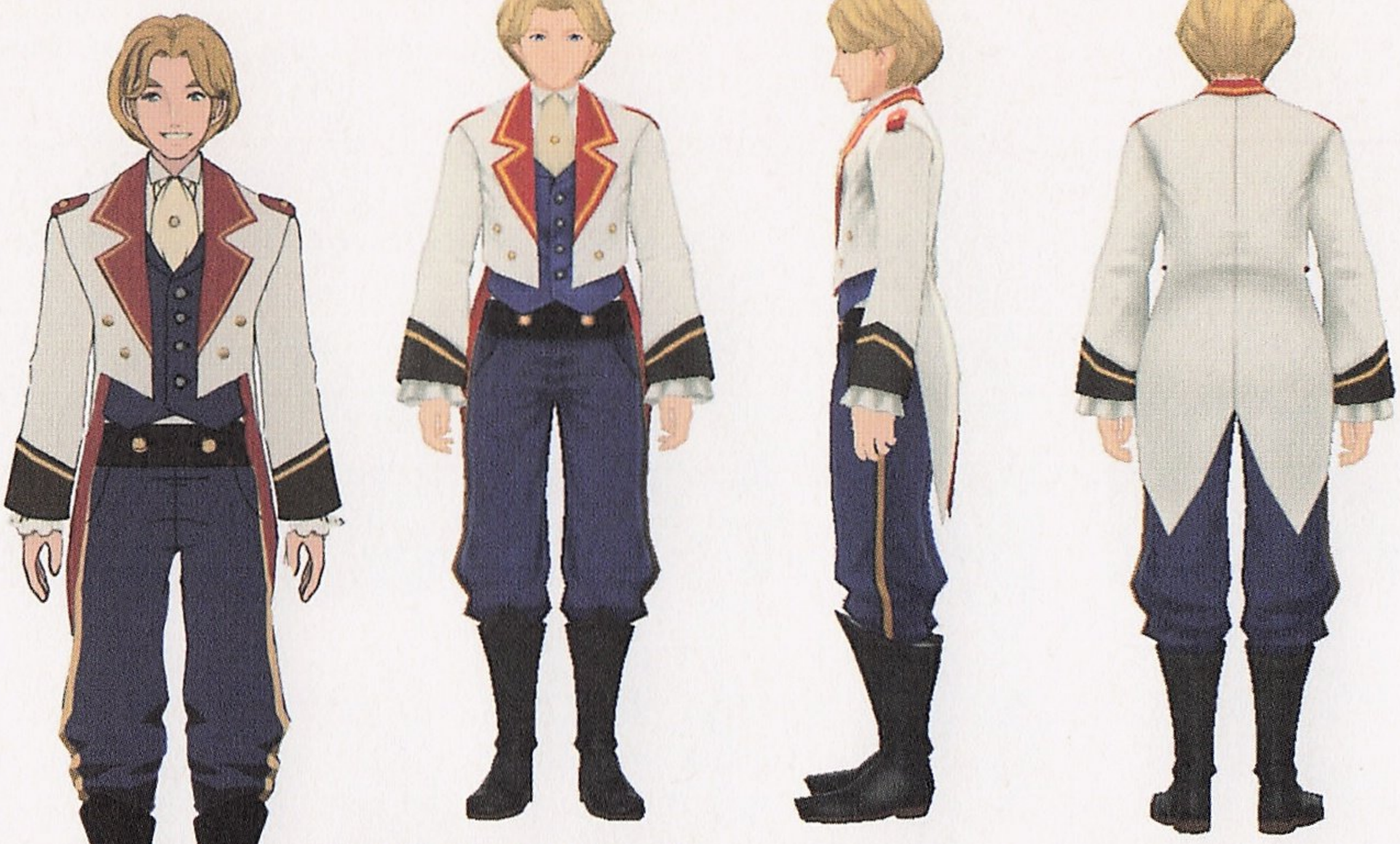
Dastily dressed in an elegant suit, Bosta the Blood-winged Butterfly. Even though she may appear as a refined old lady, the sharpness unique to people in the underworld shining in her eyes cannot be concealed, and the resolve to have walked through death's edge is evident.

▶ Nico

Niko, who is hopelessly in love, is the most fashionable person in the frontier village of Avar. To win over the young veterinarian Lachen, she ties ribbons in her twin tails and always keeps a scarf ready, leaving no room for mistakes.



Prince Percival



The formal attire worn for official du ties. Since birth, she has lived so as n ot to deviate from the “prince” ideal, and has come to wear stiff formal cl othing without any trouble.

Wing shape reference

Details should be in a semi-realistic degree similar to design drawings.

Inner side

Match the color of the belly fur, making it slightly lighter than the outside.

External wound

Griffin

Hikouchu

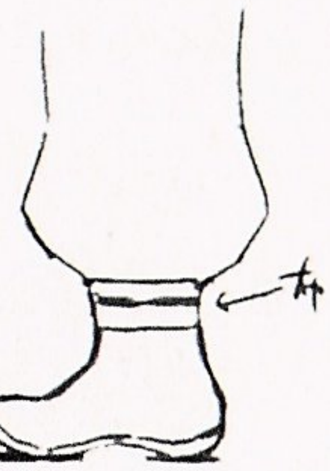
There are holes for attaching straps.

White Kamenin

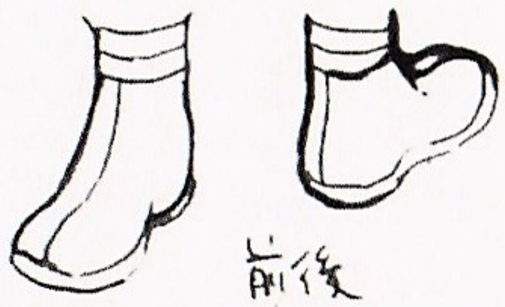
▶ Seirei No. 1 (Silver)

Silver plate
Grooves are carved into it.

Rifisette's former partner and Teresa's employed holy slave, though the collars and neckties are common, are given a boyish pants-style school uniform. The plate at the neck is silver to match the hair.



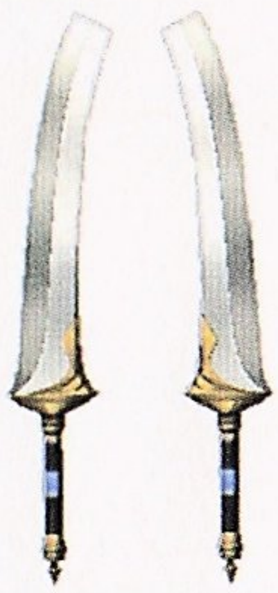
The hem is short.



Centered with a line

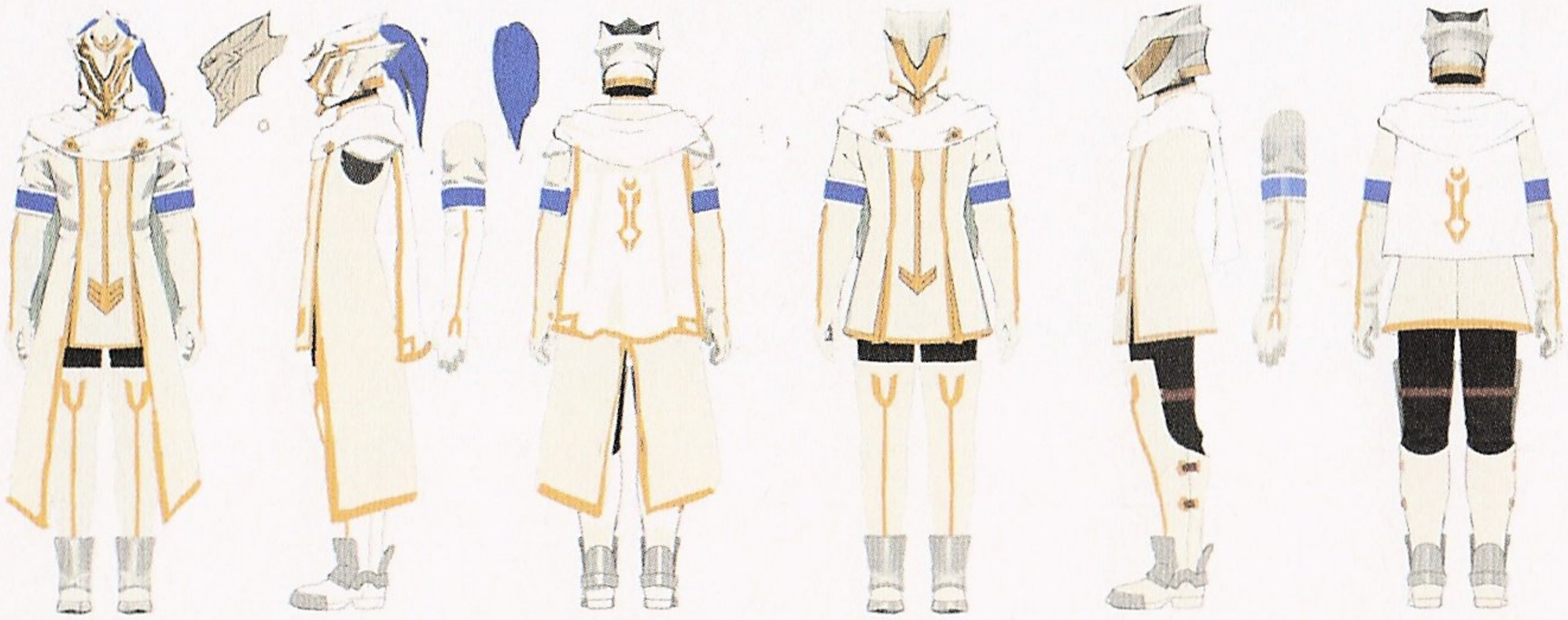
Pants tightened at the ankles.
Shoes are black leather (soft).

▶ Demon Slayer's Weapon



▶ First-class Inquisitor

▶ Second Class Anti-Daemon

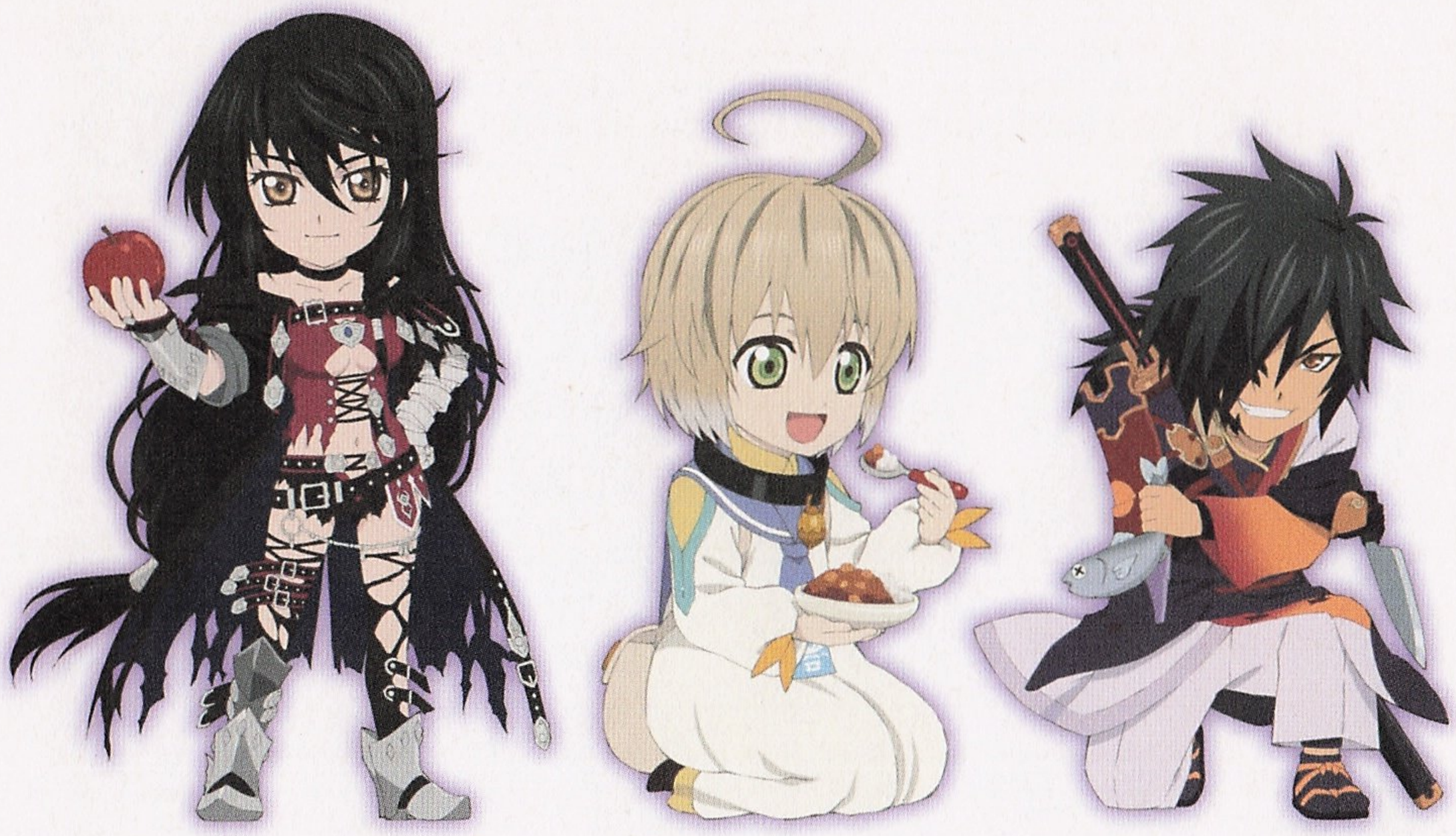


System
Scenario
Sub event
Data
Extra

Illustration for the cover of Weekly Famitsu July 2, 2015 issue

Illustration for the cover of Weekly Famitsu September 1, 2016 issue

Illustration for Famitsu DX Pack poster



Deformed illustration for Famitsu DX Pack acrylic keychain

Chat Illustration Gallery

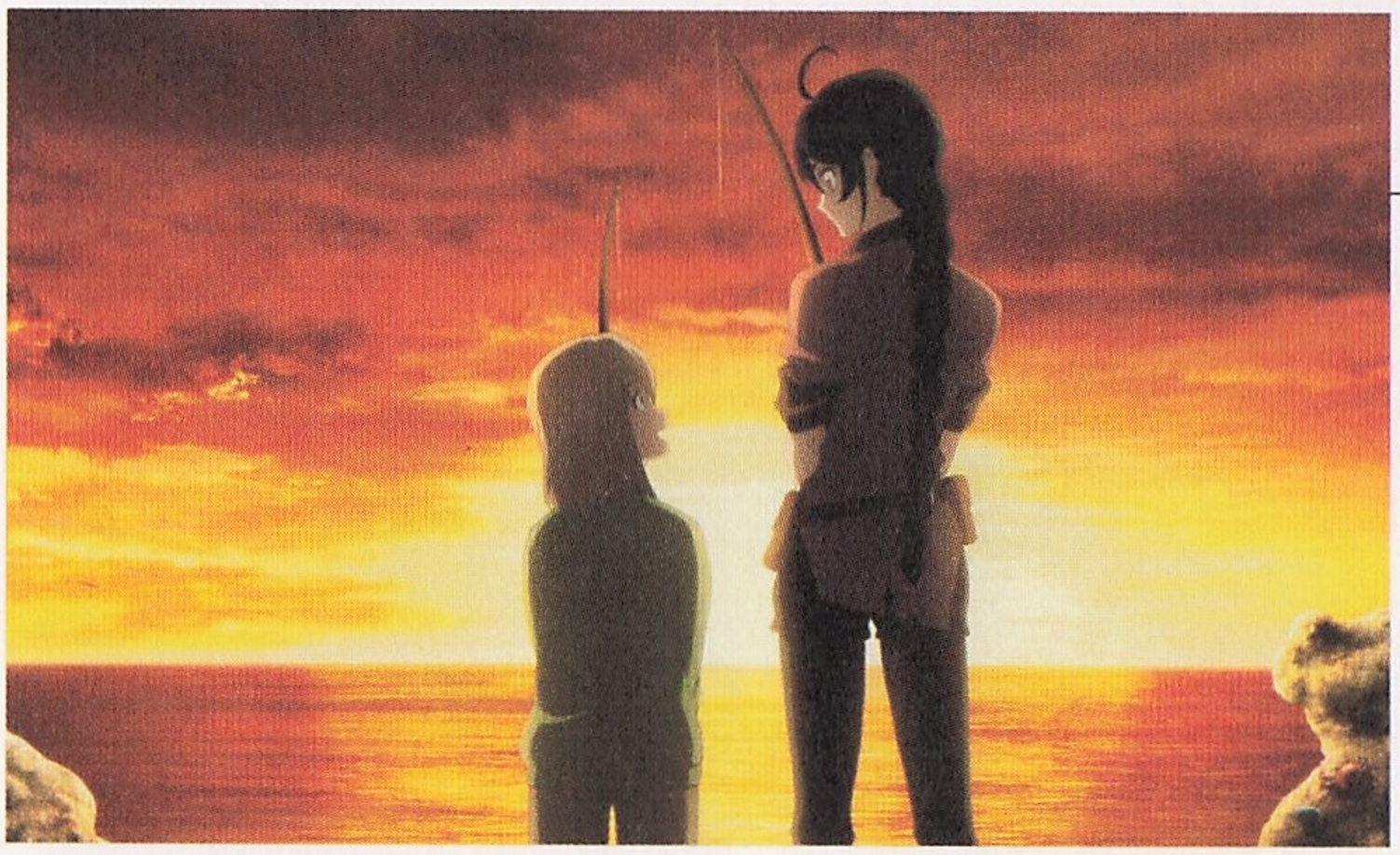
To liven up conversations among companions, we introduce a special illustratio n in full. Each scene prepared for the main characters is shown, and with every viewing, you can't help but empathize with the various feelings they hold.

Apple's Memory

Apple is a symbol of happiness for the Kura fa mily, and at the same time a sad relic connecte d to the night of "Opening Day." But that sweet -sour taste of apples can no longer be felt.

お掃除ベルベット

Velvet who can handle any hous ework with seriousness. Putting on an apron under her usual lon g coat, and donning a triangular scarf, the battle begins!



A Day When We Fished

Even in the remote village of Avar, surroun ded by forests, you can fish if you go to the cape. The happy days when I fished with my younger brother at sunset are precious and bittersweet memories.

The Greatest Treasure

The longing that was granted and the compass I obtained are irreplaceable treasures. I wear them at all times and p olish them carefully wheneve r I have a moment to spare.

Journey of Knowledge

Books that recount all sorts of things in the world take you to a distant realm of knowledge. Time disappears as you read, a nd that's the same for anyone who loves books.

Great catch!

The fishing line hanging in the vast sea continues to haul in unexpected ra re catches! The results that blow away gloomy feelings make everyone che er loudly. Only the stubborn Velvet remains as ever, tilting aloofly.

I Will Repay Kindness!

Following the Rengtetsu family motto, Rocro proudly upholds duty. The formidable skill befitting his confident chest is not only Velvet's but also a reliable leader in any squad.

Daily Training

To surpass Shigure, who laughs from a high place, I practice daily and never miss a swing. For the sake of achieving that dream, a thousand times or ten thousand times would not be a burden.

Fuel of Life

A rich, sweet nectar that intoxicates both heart and body, pleasure meant for adults. Even though it's clear that savoring a little at a time is the proper way, the habit is to end up indulging more than intended.

Magin Pu!

The specialty spell of the great wizard is a relaxing, life-doesn't-matter special word. In fact, apparently Einzen and Jude are also muttering it somewhere!?

……Hmm, Vienfu?

Whenever there's a chance to escape, I'll catch my partner and punish him with a scolding that's called "loving discipline." If you're gazed at by an evil smile, there's no chance you'll run away!?

Behold!

To the aging Raifiset, I'm revealing the secrets of a maiden (?)! But a book-lover boy has a historical value… placed on a cover with value and thus the appreciation doesn't reach!

Beetle Warrior's Blow

The prelude to an immature insect debat e was delivered by Eisen, the representat ive of the Beetle faction, with a powerful l eft punch. Will Croce' dead or alive after being hit squarely in the solar plexus?

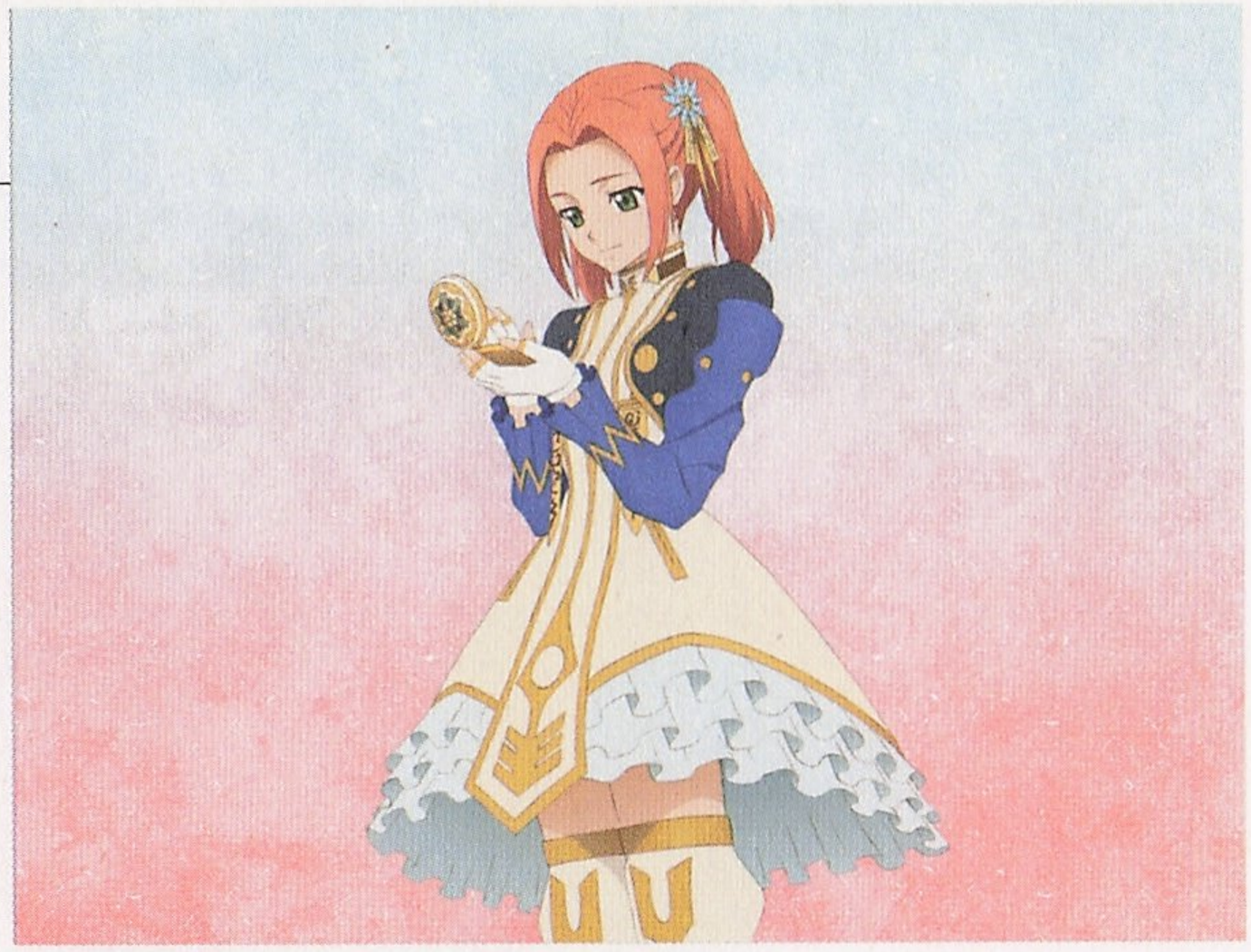
The long-awaited letter

A letter from my precious younger sister, unexpectedly arriving. The words written a re not exactly straightforward, bearing a manner similar to him, but they are full of thoughts and concerns for their brother.

The Men of the Sea

The dreaded names of the Aifried Pirates, who make even the crying child silent. Eve n with only Vice-Captain Eisen leading, the force is enough to be impressive; when C ommander Aifeerid joins, the sea's demonic workers will surely flee.

In My Mother’s Keepsake



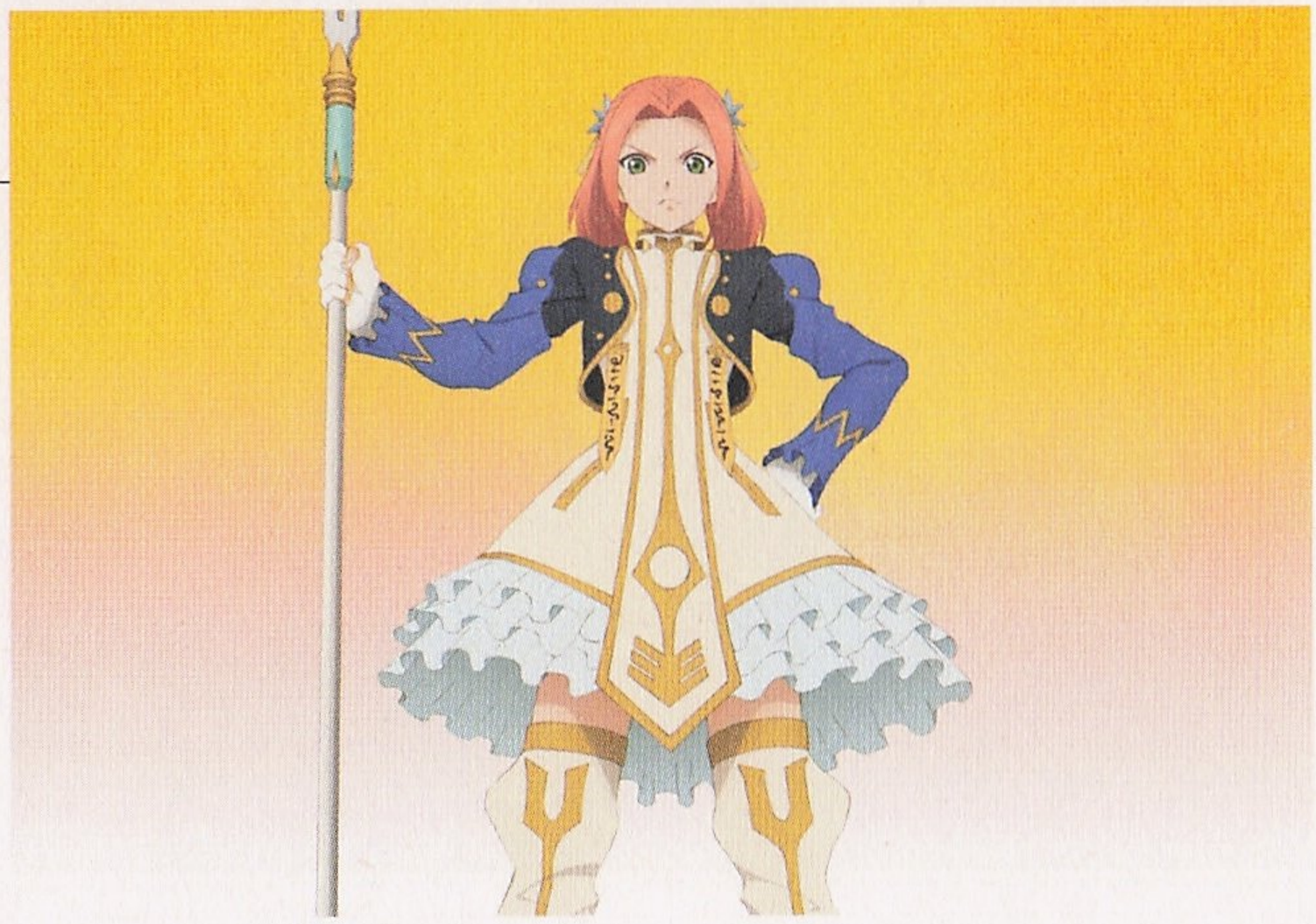
That day, my mother sacrificed herself to protec t me, my younger self. The face reflected in the mirror has grown with each passing day, quietl y gazing as if to confirm my mother’s will.

Chest Wound, Heart Wound

To share the days of tears, the scar on Moana’s chest that I showed her. The gaping sorrow carved in her, literally, a strong resolve and a mother's love

The/a something was engraved into my heart.

We will not show mercy!



Ever earnest and utterly stubborn, Eleon or stands upright with unwavering resolv e. Once she speaks, she will not yield, and even the harbingers of disaster and the Great Witch will raise a white flag...

Endroll insertion scene

Velvet sets off on a tumultuous and adventurous journey, taking Raffiset with her. Along the way, they meet companions, gain many experiences, and in their hometown they are surrounded by a warm, welcoming family... a dream shared by the two as they drift into sleep.

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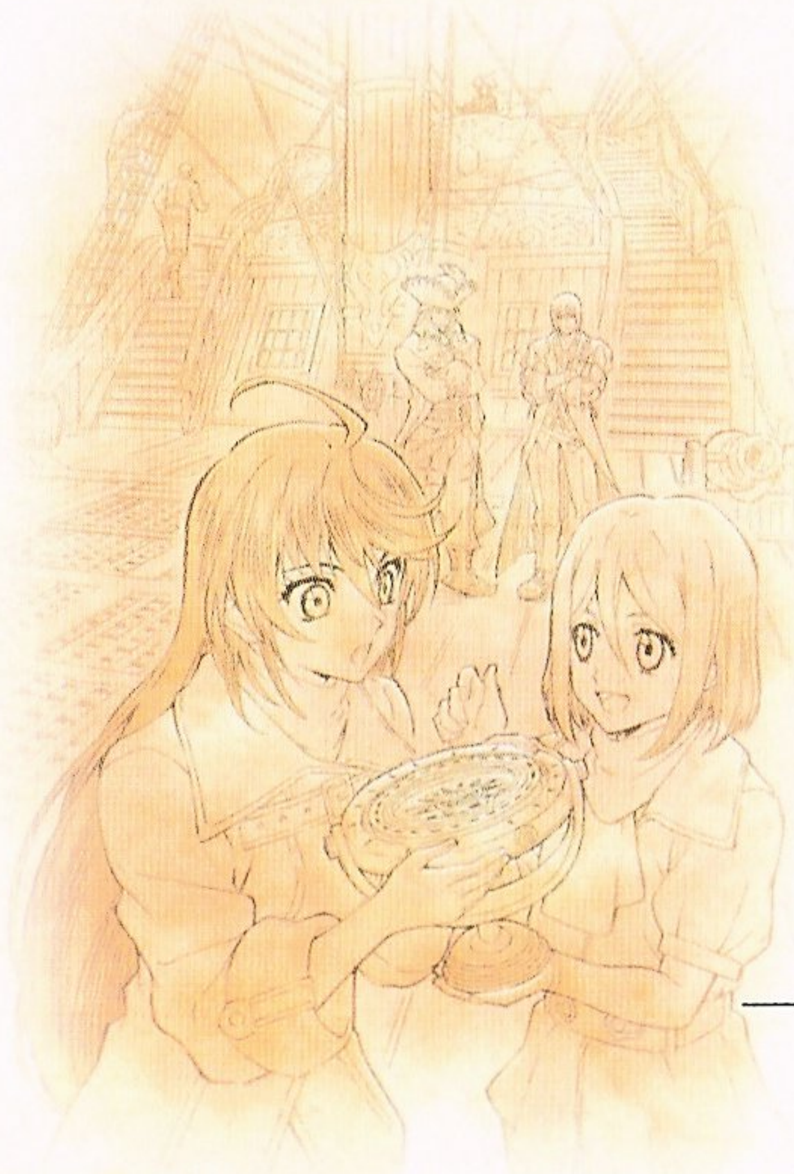

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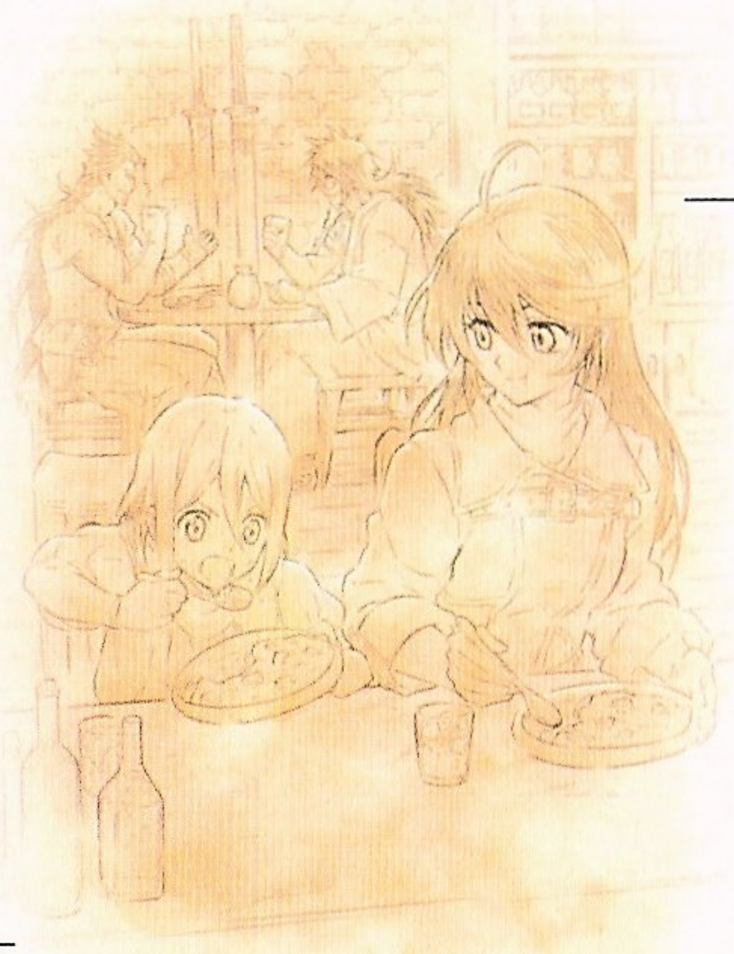

10

1 "Attracted by the Tale of Heavenly Legacy"
2 Departure
3rd Storm Voyage
4 Port Town is lively
5 Treasure Hunt!?
6 The Witch appears!
7 Taking a big bite of an apple
8 Toward the direction indicated by the compass!
9 A warm campfire
10 The best Mabo Curry!

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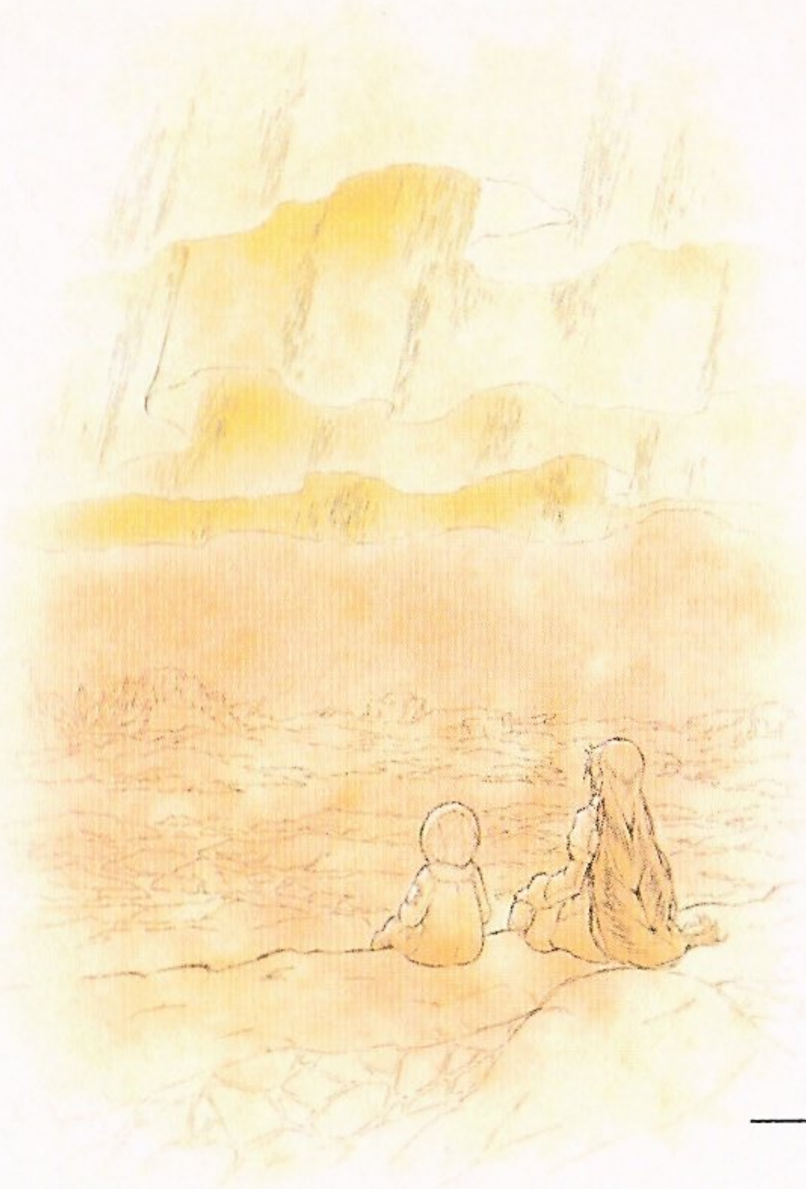

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11 To the throne of the Holy Lord

12 Proceed as you wish!

13 Ame no Chi-sama... ?

14 Found Kwabuto!

15 To the Town at the Edge of the North'

16 Aurora

17 I'm home!

18 to Morgana's Forest

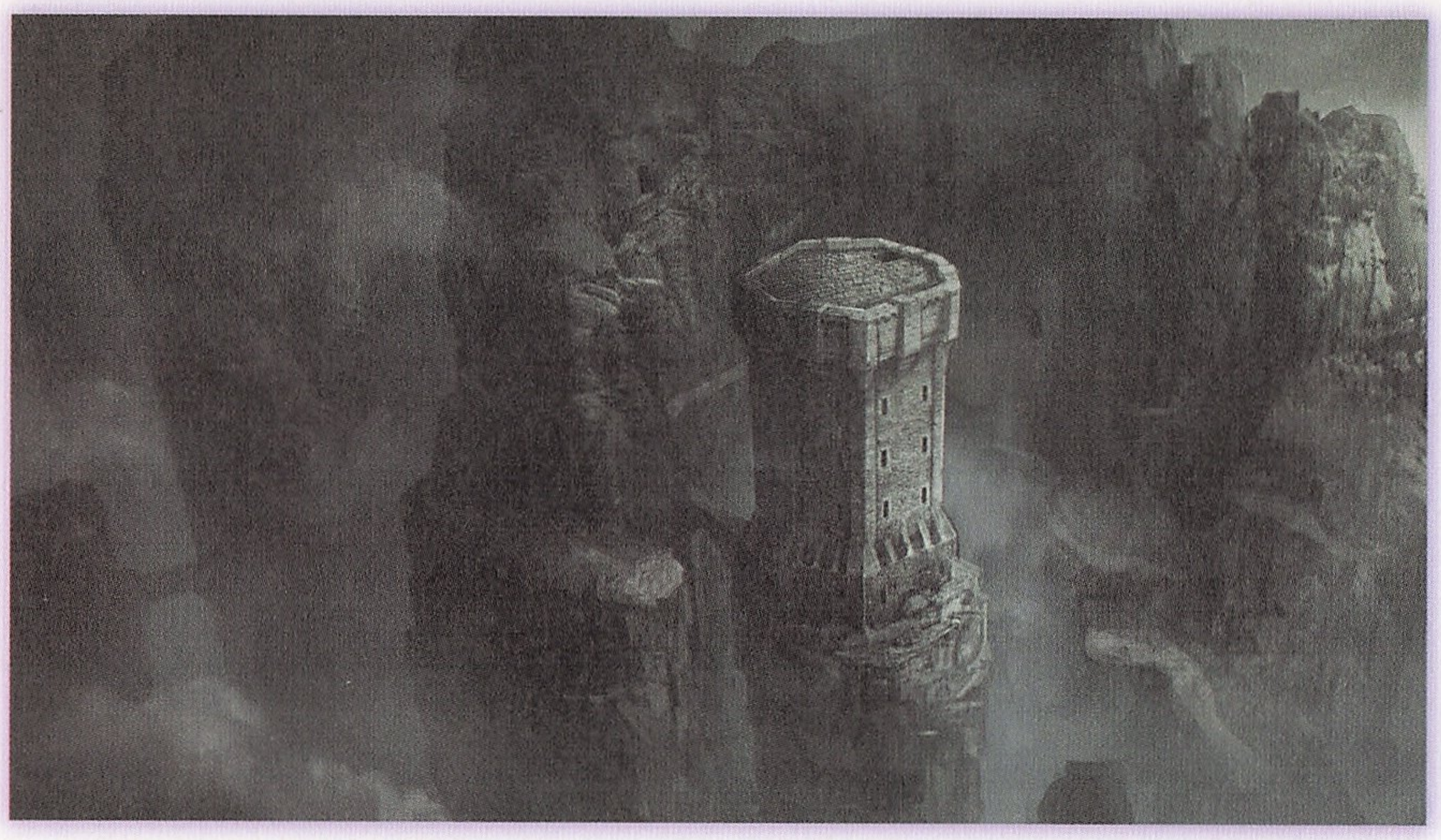
19 Let's Make Kish

20 The Dream Continues ....

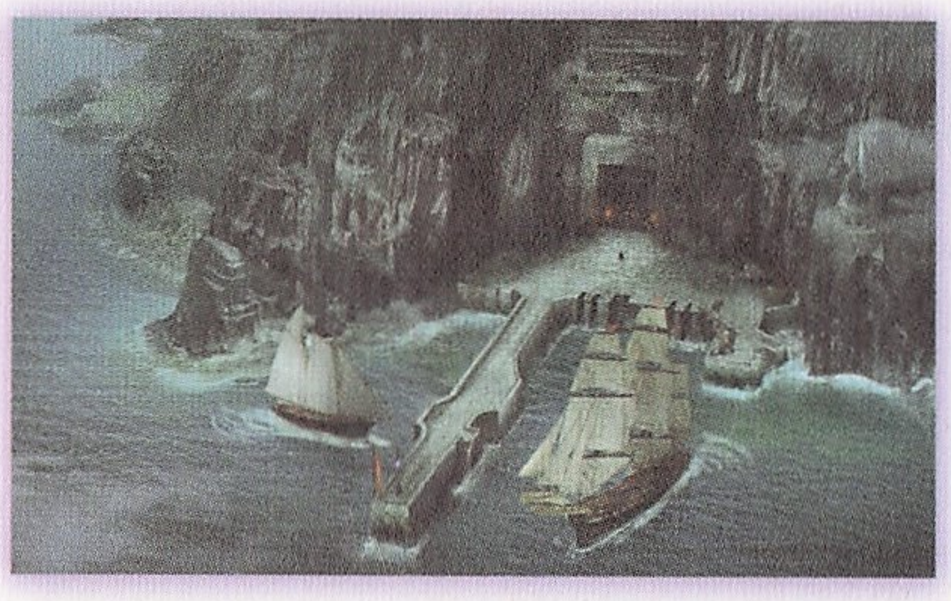
◆ End Roll Insert Image

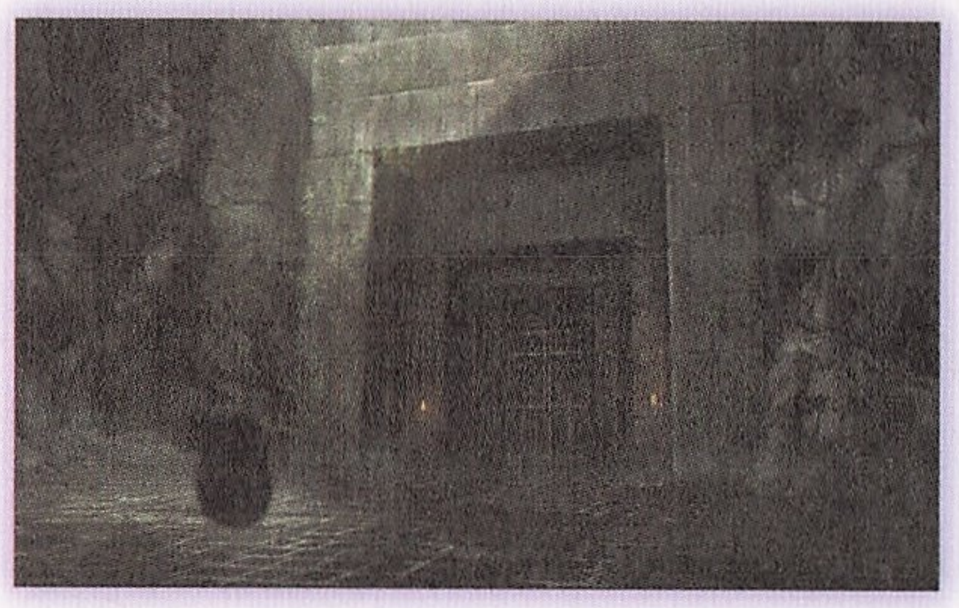
Image Board

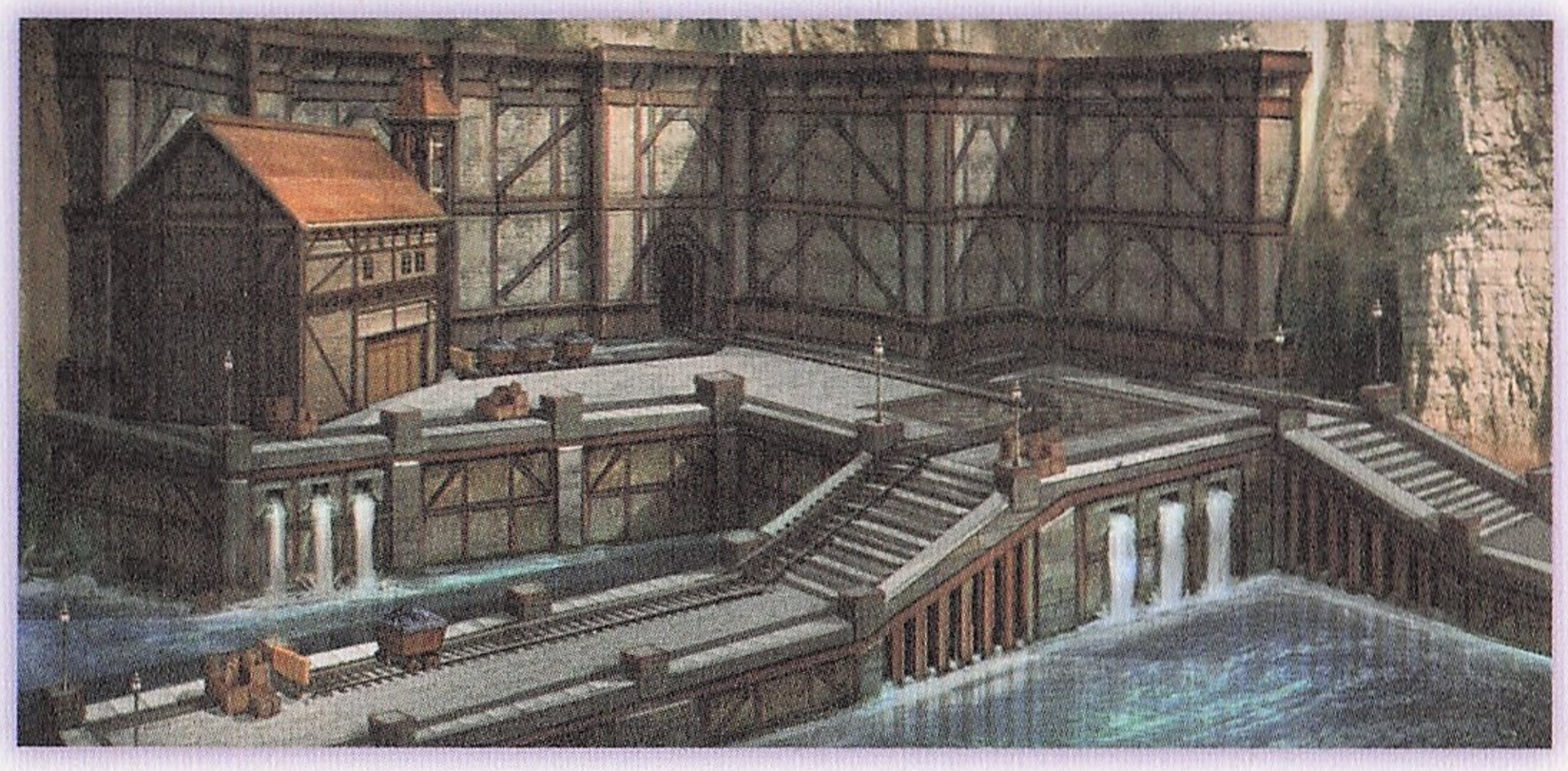
Beginning with the Prison Island of the Dark Sea, the Velvet journey soon traverses a vivid world.
In a meticulously crafted and beautiful image board, a brilliant light is projected in her sharpened eyes, reflecting the voyage of Velvet.



1	1 Prison Island Titania - Exterior
2 3	2 Prison Island Titania: Back Harbor
4 5	3 Prison Island Titania - Prison
	4 Prison Island Titania - Main Gate
	5 Prison Island Titania - Inside Small Room





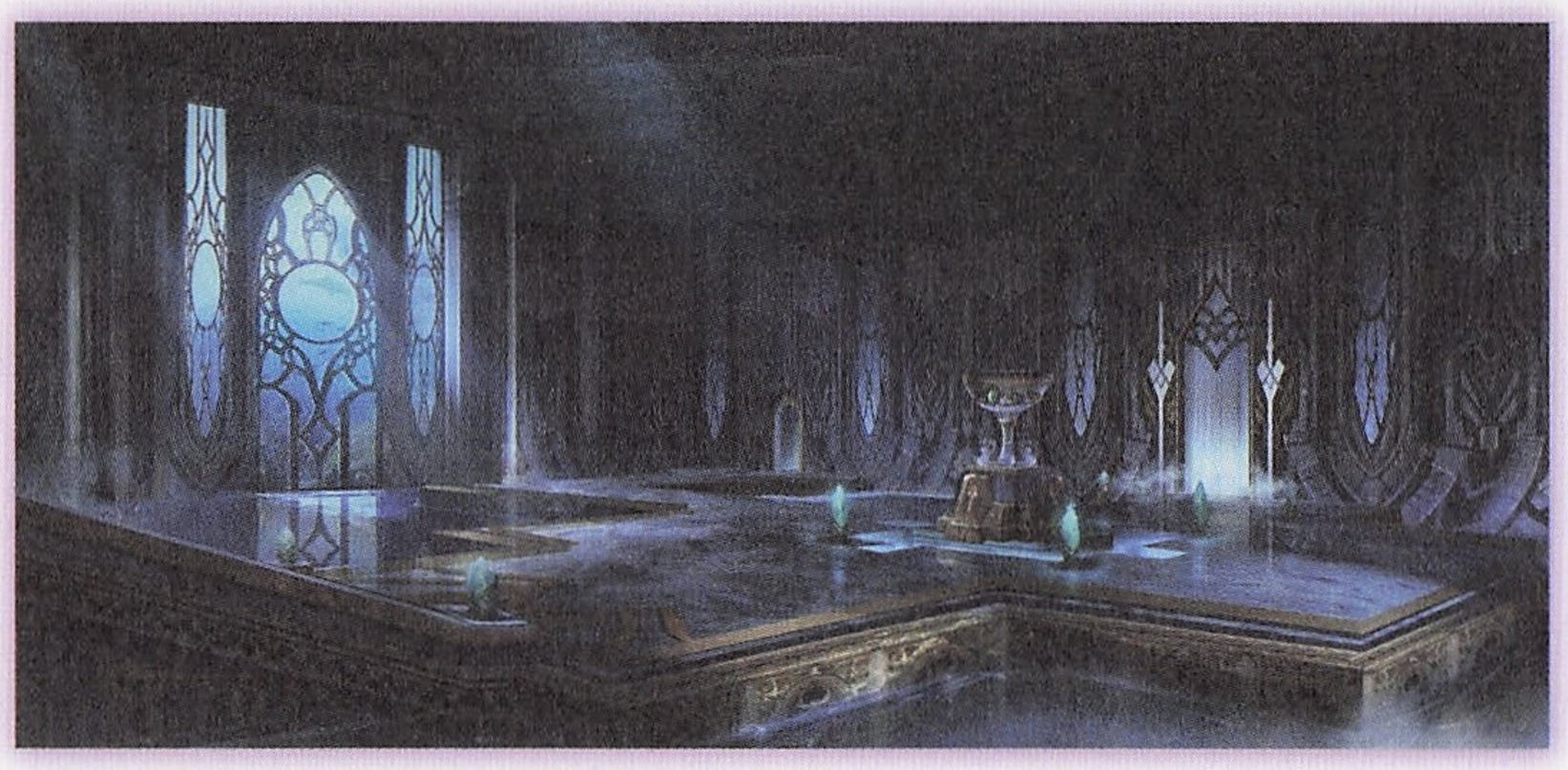


6 | 7
8
9 | 10
11

6 Heravysa - Port
7 Heravysa - Main Street
8 Seaward Fortress Voortigan Canal
9 Seaward Fortress Voortigan Interior
10 Bannelteria Ship - Cabin
11 Kadniks Port

12	13
14	
15	16
17	

12	Izult
13	Izult Port
14	Temple Palamides Fest
15	Tarishin Exterior
16	Tarishin Tavern
17	Tarishin Sunset



18 Entrance to Abal Village

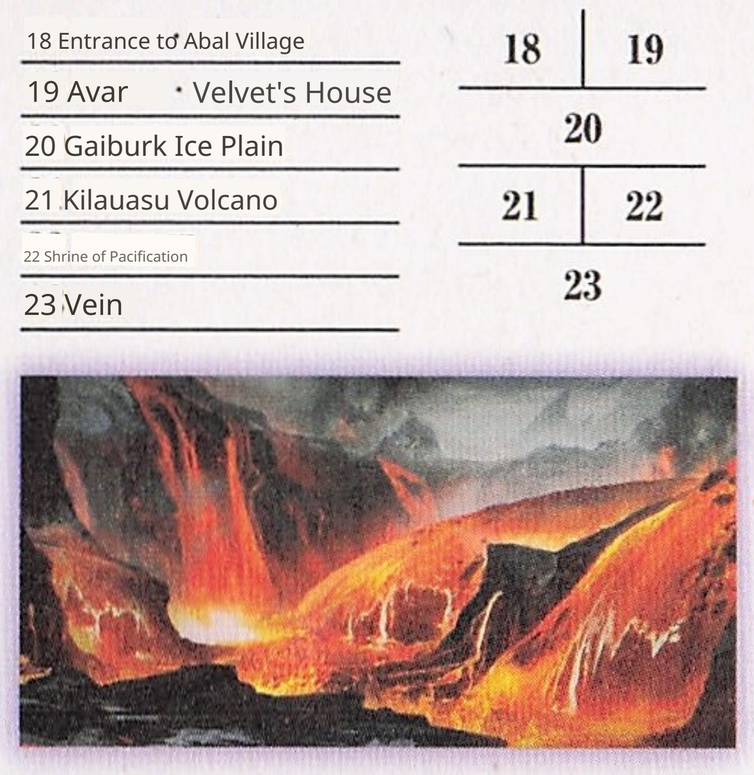
19 Avar · Velvet's House

20 Gaiburk Ice Plain

21 Kilauasu Volcano

22 Shrine of Pacification

23 Vein



Names & Terms Dictionary

Tales of Berseria Biographical & Words Dictionary

A-row

Arvel [Character] A dark-haired boy who became Ben's adopted son in the House of Spring. He admires the benefactor Zabida and dreams of becoming a Pendulum user. → House of Spring in the Wind

Arthur [Character] Serika's husband. Real name is Altrius Colbrand. He was originally a demon-slayer under the mentorship of the renowned anti-demon master Crodin, but after a certain incident in which he caused his master's death, he wandered and eventually came to the village of Abal. He adopted the name Arthur to abandon his past as an anti-demon. → Altrius Colbrand (→P480) Arthur's Martial Teachings [Notes] Teachings Velvet learned from swordsman training during Altrius's days in Abal village. These lessons encourage facing any battle without fear or arrogance. Later, when he founded the Holy Chamber, he shared similar teachings with his subordinates, the anti-demon slayers: "Strategy should be solid; responses flexible," "Know the enemy and attack their weakness," "Draw your sword and do not hesitate," "Even in dire battles, one must be merciless," and "Never let your guard down even when victory seems certain." The most fundamental is, "Never give up."

Isaen [Character] A holy slave who leads a unit as vice-commander of the Ibriede Pirate Fleet. Appears to be about 30 in appearance, actual age around a thousand years. Originally commanded the pirate ship Banertia, but moved by the way of life and words of Captain Ifrid, joined him as his right-hand man. Through the search for the missing Ifrid, Velvet and others meet. When it becomes clear their goals are tied to the Holy Chamber, they join forces. He learned the joy of living true to himself from Ifrid and similarly counsels the suffering Laiffset, a brusque yet caring person. He supports the group with calm judgment in many situations, but his eyes light up when it comes to his beloved sister Edna and his benefactor and best friend Ifrid. He is also deeply knowledgeable about loot and antiques as a pirate, and he cannot stop once he starts talking. His specialty dish is Palmier. Iisen's Letter [Others] A letter Iisen wrote to his beloved sister. From his usual brusque demeanor, the writing switches to beautiful characters and refined language. Despite frequently entrusting goods and messages to White Kamenin, he often sends letters, which is a well-known secret and supposedly forbidden within the Ifrid Pirates.

Ifrid [Character/Enemy] A world-renowned pirate. Real name is Ban Ifrid. He captains the pirate ship Banertia, a daring, ambitious figure who targets voyages to other continents, with tales of being headstrong, a brawler, and incredibly powerful for a human. When he learned of the existence of Banertia as a vessel and Izeh, the God of Death, he accepted him as vice-commander; flattered by his influence, many of his subordinates respect him and feel proud. He abducted Melchior who desired Iseinfeld's weapon Siegfrid from the other continent a year ago, and, after being imprisoned on Titania Island, fell into demonhood. Ban Ifrid, a formidable character who commands the Banertia and travels across continents, is hailed as a legendary pirate. He is known for his fearless leadership and unmatched strength, and his presence influences many of the other characters' paths. It is revealed that his subordinates, including Iser, hold him in high esteem, and his weapon Siegfried from another continent is a coveted artifact—leading to his abduction by Melkior one year prior. After imprisonment on the prison island Titania, he becomes an业魔 (Demon).

Ibriede Exercise [Others] A health exercise routine aboard the Banertia, practiced by the crew. There are as many as 99 steps, making it quite a challenge to memorize. Avarost Language [Culture] A language from the semi-mythical era, commonly called "Avarost Tuning." It is a pictorial script that requires interpretation of the writer's intent and feelings. It is older than the Meriodas script, which scholars have deciphered. Avarost Tuning [History] A semi-mythical era when the Four Holy Masters became objects of worship and wielded great influence. Structures blending natural and man-made elements, as well as technologies far surpassing contemporary levels, were produced with the help of the Saint Slaves. The ancient Avarost language, known as Introspection Script (Mental Image Script), was used during this period.

"Only Feet Old Man" [Books] A classic, somewhat infamous work Velvet read during her girlhood. It tells of a romance with a man she has never seen face-to-face, behind a swinging door, capturing the bittersweet, adolescent longing for the ideal man Velvet imagines—an archetype she still associates with "the man who only has feet."

Atamoni [Other Continent] The name of the goddess worshipped on the Sodean Peninsula. The Atamoni faith is said to have strongly influenced the Saint Slaves civilization, though many details remain shrouded in mystery.

Abal—Home of Velvet. East Godan Territory In the frontier of the East Godan Territory lies a small settlement where residents lead a simple semi-hunting, semi-farming life. It was destroyed three years ago on the "Day of Descent," but the village remains as if time has stopped, with no signs of people.

Amenochi [Holy Lord] One of the Four Great Holy Lords, governing water. Even now, as pressure from the Abbey on the faith of Kanonushi increases, there are many devout followers, especially in the Southgand region, and in the Sacred Temple Paramides, where Amenochi is enshrined, the miko (shrine maiden) Mahina has continued to offer prayers.

Lord Amenochi Doll [Appellation] It's a souvenir doll from Izult. The shop owner, who insists they saw Amenochi, the Holy Lord of Water, apparently finished it to look exactly like her. In reality, it seems they mistook me for Amenochi, but as expected of a region with strong faith, I'll praise its elaborate craftsmanship. But to call it 'disappointing'... They say whatever they please... *sigh*.

Aldina Whitegrass [Appellation] A small flower that grows wild in Aldina Grassland. It is very fragile and a single bloom withers quickly, but many stalks huddle together, protecting each other, allowing the species to survive. Its flower language (floriography) is 'human bonds'. Aldina Grassland [Place Name/Facility] A vast grassland with uplifted rocky mountains, located in the eastern part of the Midgand territory. The white-horned dragon Shenlong inhabits it.

Artorius Collbrande [Person] The supreme commander of the Abbey and the chief exorcist with top-tier power. Since the 'Advent Day' three years ago, he has successively repelled daemons, and claiming the title of the legendary 'Shepherd', he guides the Midgand Kingdom, saving the world from the daemon calamity through reason and will. He is the husband of Velvet's deceased sister, Celica, and a family member with whom she lived for 10 years, from 13 to 3 years ago. At that time, he went by 'Arthur', but on the Scarlet Night three years ago, he performed the 'Advent Day' ritual by sacrificing his brother-in-law, Laphicet, thus becoming Velvet's sworn enemy. The central objective of the Abbey is the revival of the legendary Holy Lord Kanonushi, and Artorius, with the advice of the elder Melchior, is attempting to pacify the world. Albein Continent [Foreign Continent] The far reaches of a foreign sea, where a civilization said to possess the power to transcend space-time exists. The Japon region is also the birthplace of the Rangetsu style. Arma Jiro [Malak] An armadillo-like Heavenly Being (Tenzo) highly praised as the 'Strongest Curler'. All three brothers, Arma Taro, Arma Jiro, and Arma Saburo, are famous, but the second brother, Arma Jiro, is said to be legendary. Anamarthia Subcontinent [Foreign Continent] A land stretching beyond the foreign sea, the homeland of the Kamenin. In the past, three nations vied for supremacy, and the Kamenin, who left their war-torn homeland to become traveling merchants, might actually be quite resilient.

Dark Age [History] An era where history was fragmented by invasions from foreign continents, and records have been lost. →Closed Dark (→P484) Eastgand [Place Name/Facility] A land located in the east of the Midgand Kingdom territory. In ancient times, the Highland Holy Kingdom flourished, and there was a period when it was renowned as the center of the world, but currently, it is a peaceful frontier region. Furthermore, because it is far from the royal capital, the damage from daemons has been relatively low since the 'Advent Day'. Incidentally, being a rural area, the food is heavily seasoned.

Questionable Hideout [Appellation] If you're a man who pursues romance (adventure/dreams), you should have one or two things called a headquarters, a hideout, or a secret base.

※The contents of this dictionary of names and terms include interpretations unique to the editorial department.

And according to Benwick, a pirate should be 'questionable'. Therefore, Prison Island Titania is a dark, evil, and frightening, perfectly suitable place for the crew of the Van Eltia. →Titania (→P487)

Ikazuchi Islands [Place Name/Facility] Refers to the Lake Pillow Islands in the Eastgand territory. Due to crustal movements over several centuries, the topography has drastically changed, and mountain ranges have submerged into the sea, becoming islands. It is called by this name because thunderclouds constantly gather there. The known Zenrai, a Heavenly Being (Tenzo) of Zuifuu, also seems to live around here.

Cutting 生斬る【Term】 A word that expresses Crocrow's way of living. He cuts sigre and strives to surpass it, and eventually became a demon of severity; for him, living and cutting are one and the same.

Izurt 【Place/Facility】 The central area of the Southgand Domain. Known for its tropical climate and unique southern culture, it was once a popular honeymoon destination. Local specialties include pengyon meat, paleenji, and banana nuts. The village also has a coming-of-age ceremony; in ancient times it involved throwing bananas and paleenji at each other, which gradually became watermelons, and today escalates to coconuts. For youths facing the ceremony, daily life is a mix of nostalgia and fear of changing times.

Itama Kamaboko 【Title】 A comedy duo created by Magiru to compete with the Magiruu troupe, aiming to attract public attention as Magiru Jujutsu. The duo consists of Magiru and Vienfu. Their repertoire includes the signature "Cat Emperor," the ironclad gag "The Mechanical Man's Counterattack," "Izuchi's Thunder," and many more. Their synchronized stage performances always receive roaring applause. However, the duo name exudes a self-deprecating surreal vibe, which should not be touched.

Thorny Forest 【Title】 A valuable water of Love born in the richly natural Stoneberry, known for its clear emerald color. Its rarity makes it a romance-unmatched item that promises eternal companionship when shared with a beloved.

Thorn Princess 【Title】 The top-grade variety of Mind Water “Thorn Forest.” Known for a unique production method called Light Fermentation, it is poured into emerald barrels with sacred waters from the Spirit Mountain, exposed to sunlight for seven years, and after turning into a rainbow of colors, it becomes the same color as the barrel’s emerald to complete. Among these, the highest quality is named “Thorn Princess Richia,” an ultra-rare delicacy that even the king cannot drink for many years. Ivork Ruins 【Place/Facility】 An ancient underground temple dedicated to the Holy Lord Umasha. It is built in a remote area of the Ilgand Domain where major ley lines flow.

Forbidden Name of the Sacred Lord 【Culture】 The Sacred Lord Kanushi. In ancient Avarostan texts, Kanushi is called this in order to quell worldly impurity, appearing once every several thousand years. → Kanushi (→P483)

【Book】 "Forbidden Name of the Sacred Lord—Its Legend and Studies" Written by Kurodine, the previous chief demon hunter and master of Altorius, this book studies the legends of the Forbidden Name of the Sacred Lord Kanushi. It is possessed by Altorius in Abal Village, and was copied by his sworn brother Raihuset to study its contents. After Raihuset learned of this book, Altorius understood his mission and sacrificed himself on the day of descent to help fulfill it.

Earrings 【Culture】 A blue gemstone accessory passed down as a family heirloom of the Dragonian noble Odinia family. It has long signified the pledge to the betrothed. Oscar gave it to his half-sister Teresa to express familial love.

Red Grape Mind Water of Ilianyu 【Title】 A rare red grape mind water produced only in a certain region. According to Eisen, it is “too much for a child like Benwick.” If pairing, Lucarella Cheese from the same region is recommended.

Sins in many senses 【Other】 In the Midgand Church, priests listen to confessions to purify one’s body and renew faith in the gods. The Velvet caravan, which looks like steeply sinful, is told by the priests to repent; notably, during prison escapes, the Velvet in a matching coat roams around, and priests remark that "the waist and chest are sinful in many ways."

Witch & Boy 【Name】 Magillu Illusionists, a comedy duo formed by Magillu and Raifiset

Wasteland [Culture] The world, combining continents and islands, that is currently within the sphere of influence of the Midgand Holy Kingdom. It has long been called "Wasteland," meaning "a desolate world." Currently, with almost no interaction with the foreign continent beyond the kingdom's outer seas/alien seas, people no longer use this name.

→ Midgand (→P493) "Overview of the Wasteland" [Book] One of the books stored in the library of Rogress Detached Palace. It touches upon the fact that the current sphere of influence of the Midgand Holy Kingdom was formerly called the Wasteland, and also mentions the existence of a foreign continent known as the Alien Sea. Contrary to its title, it is purely a work written from the perspective of a Midgand researcher and not by an author from the foreign continent.

Vester Mine [Place Name/Facility] An abandoned mine near Brigit Valley. It once produced high-quality ore, and sometimes even the highest-grade stone called Kirahagane (Gleaming Steel) was extracted. The swordsmith Kurogane, who became a demon due to his obsessive desire to surpass the divine sword Goura, resides there.

Westgand [Place Name/Facility] A territory west of the royal capital, where the ancient ruins of the Tower of Lowraine are located. Much of the land consists of wetlands and primeval forests, and Lenid, facing the sea, was built as a port for development. The Vortigan Fortress, for the defense of the royal capital, is built in the strait with Northgand.

Vortigan Sea Gate Fortress [Place Name/Facility] A military fortress located in the strait between the territories of Westgand and Northgand. It was established to maintain peace in the Midgand territory, where the royal capital is located, and the Royal Navy is permanently stationed there. Pirates operating under their noses sarcastically call it "The Lookout."

Ukiu Tree [Culture] A lightweight, durable, and rot-resistant wood, ideal as a material for ships. A species endemic to Southgand. Before the advent of ocean-going vessels, the people of Southgand reached Midgand on rafts made of Ukiu tree logs, which led to the discovery of this tree and the start of trade between the two nations. However, during the Age of Discovery that arrived decades later, large ships made of Ukiu wood ironically contributed to conquests, leading to the saying, "The Age of Discovery was the Age of Great Regret."

Vessel [Lore/Relic] Something that houses a Seraph, stabilizing and protecting its existence and power. While pure items like swords or coins can sometimes serve as vessels, in the Abbey, the Exorcist who commands the Seraph often becomes the vessel themselves. Housing a Seraph in a vessel protects the Seraph from corruption, but it also carries the risk that if the vessel becomes corrupted, the Seraph will be affected and turn into a dragon. Vessel Contract [Lore/Relic] The act of forming a connection between a Seraph and the person or object that becomes its vessel, using the Seraph's true name. Accepting a Seraph can be a significant burden even for capable Exorcists, sometimes causing suffering for days. It is said that Magilou, who once formed a contract with Bienfu, couldn't stop sneezing and having a runny nose, but was it truly due to the contract...? Ufemyu=Wexb [True Name] Eisen's true name, meaning "Eisen the Explorer." It is a fitting name for him, who wanders the world seeking the meaning of life and continues his journey even after finding it.

Umashia [Holy Lord] One of the Four Great Holy Lords, presiding over the earth. In ancient times, it was enshrined in the ancient temple of Ibolk Ruins in the Ailgard territory.

Uriboa [Designation] A wild beast found in the Morganna Forest of the Eastgand territory. It has a fierce temperament, and hunting it can sometimes be life-threatening, but its meat is rich in wild flavor and quite delicious. Velvet has devised a breed suitable for domestication by crossbreeding it with pigs, and is even considering breed names like Puuri and Urita.

Starchy but light stew with lots of meat from uriboa [Cooking] A home-cooked dish directly passed down by Cerica. As the words suggest, a stew that is full of uriboa meat yet has no strong aroma and is refreshing to taste, revealing Cerica's cooking skill. Even a picky Raifisset agrees.

“Air Reading ~ Conversation Skills to Read the Air ~” [Book] One of the tomes owned by A-rank Saintslod Vienfu. It’s the book read during the troubling days of the relationship with Magill, and it makes you feel that Vienfu, who acts spontaneity, was surprisingly troubled (!?).

“The Hero King’s Words and Deeds” [Book] A book recording the words and actions of the Hero King, Kr... in Asgard. A representative quote is, “To disturb reason is a human act, and to surpass it is also a human act. The ‘Ideal’ that transcends reason and wishes is human power.”

Edna [Character] The younger sister whom Eisen values above all. Although the Saintslod doesn’t share blood relation, they were born from the same lifeline, and their souls called to each other, so they began living as siblings. However, soon after, various misfortunes struck due to Eisen’s power, and they now part to wait for Eisen’s care while continuing their travels. She is not as straightforward as her brother and has a somewhat twisted personality, but is actually kind and deeply concerned about Eisen. Her favorite is Palmier, the human confection Eisen first let her taste. Incidentally, Normin Saintslod’s phoenix, upon seeing Edna’s distress, forcefully intervened in the siblings’ affairs and began watching over her by sticking to her parasol.

“Episode 2 ~ Magill’s Indifferent Life Silver Screen Episode 2” [Other] Magill’s trivial life silver-screen episode number two. It begins with a beautiful witch being abducted and tormented by a cruel demon. The witch who is unjustly oppressed, where will her anger be directed!? ... Probably all just lies from the mouth.

“Episode 3 ~ Magill and the Demon King’s Tears” [Other] Magill’s third trivial life silver-screen episode. It seems to be a further continuation following Episode 2’s reception, but Velvet’s telling is the highlight.

Elena (Elenoa) [Culture] A mysterious jewel that glows even in darkness, passed down in Elena’s birthplace village. Regarded as a protective blessing and enshrined in the chapel for generations. The word “Elenoa” means light, and her name derives from this.

Elena the Trellis (Elanoa) [Word] Aterm of the beloved Elena by Vienfu. It is the line where she confesses to the Saintslod about being ordered to spy, and shares her true feelings with Raifisset. When Elena appears hoping not to miss such an intimate moment, she is decisively told to “Please go home” and she bursts into tears and runs away.

Elena Hum [Character] The top-ranking exorcist of the Saintslod, entrusted with touring the region to listen to the people’s voices. She joined the Saintslod’s creed to stop demon-tribulation and bring happiness to people, but by chance became the vessel for Raifisset. As she travels with Velvet and others, she begins to doubt the Saintslod’s ideology. While she feels unsettled by the shifting values, she searches for her own answer. She is disciplined, earnest, and has innate talent as an exorcist, with mental strength and kindness. However, due to her village being destroyed by demons and her mother having died, she harbors a strong belief that demons are completely evil. Although she never mentions it herself, from the food culture she once touched in childhood, she is likely from the Southgund region. Elephant Mackerel [Name] A griffon owned by Prince Persival; one of the prey it hunted on a hunt. It has large fish with ear-like gills that resemble an elephant’s ears, and it’s said that even orcas can gulp it down—an incredibly dangerous creature that is nearly a demon. The celebratory market price is 20 million Galds, which is ridiculous.

Flame Stone [Culture] A mineral mined in the Kirarau volcanic region of the Northgand domain. When mixed with sulfur, it becomes an explosive; when combined with oil, it becomes fuel. Owing to its high utility, it is in strong demand not only in Northgand but throughout the Kingdom of Midgand. Stable exports of Flame Stone have significantly raised the standard of living in Northgand, especially in the port town of Heravisah.

Endgand 【Place Name/Facility】 The farthest reaches of the Midgand Kingdom's territory. Although owned, the entire area remains uninhabited, with only the Lionel Island Pier functioning as a simple port. In the Veiled Marsh, the central area of the island, ancient kingdom ruins lie dormant. Royal Medical Corps 【Organization】 One of the Midgand Kingdom's charitable organizations operating on private donations, also known as the "Mobile Hospital." Archbishop Gideon of the Midgand Church serves as its representative, making his name widely known. However, it earns enormous profits from the black market trade of Red Holy Water (Nectar) and is viewed with hostility by those in the underworld, such as the Chishicho (Earth-Winged Butterflies) who know its secrets.

"Population Trends of the Kingdom" 【Book】 One of the books in the library of Logres Detached Palace, describing the founding of the Midgand Kingdom and its population trends. It mentions the prosperity of the Midgand Kingdom, which dominated the Asgard Warring States period, the drastic population decline due to the Goma Disease (Karma Disease) that struck on the "Day of Opening," and later the kingdom's administration and measures against Goma. Royal Capital Underground Passageway 【Place Name/Facility】 An underground passage leading from the square in front of Logres Cathedral to the Detached Palace. It is a water supply facility that supports the city's sanitation, with waterways crisscrossing its interior.

Okakao Gummy 【Culture】 A bitter chocolate-flavored gummy made from Okakao fruit, proposed to a public tired of fruit-flavored gummy series. Okakao is a fruit very similar to cacao, which is used as an ingredient for chocolate, but if made into a gummy with its original name, it's unclear whether it's "Okaka" or "Cacao." In response to such voices, it is a next-generation hybrid gummy mixed with bonito flakes (katsuobushi) from "Otsu Katsuo." The appeal of the young person who devised it is that the crispy texture of bonito flakes and the chewy gummy are "hopelessly incompatible, which is ironically interesting." However, its selling point, "hiding it in the toilet" – a common prank with gummies – is not understood at all, and it remains a prototype.

"Tell Me, Mr. Pokkuri" 【Book】 One of the noble books owned by A-rank Malak Bienfu-sama. He read it hoping to find hope in his days of being tormented by Magilou, but getting involved with the peerless trickster witch makes "Pokkuri" (a sudden death/collapse) no laughing matter...

Oscar Dragonia 【Person】 First-Class Exorcist of the Abbey in the Holy Midgand Kingdom. He is one of the "Zero Number" members, possessing particularly outstanding power, and in a position to directly interact with Special-Class Exorcists Artorius, Melchior, and Shigure. His birth family, the Dragonia family, is descended from the Asgard Royal Family and is one of Midgand's foremost noble families. He joined the Abbey to further enhance his family's influence and presence. He possesses a noble spirit, strongly empathizes with Artorius's ideals, and dedicates himself to his activities as an exorcist out of a pure sense of justice, not for family status or career advancement. Although he suffered a severe wound in a battle with Velvet, he himself wished for and acquired the Divine Arte (Kamui) technique. To clear his name and eradicate the detestable Goma (Karma Demons), he challenges the party to battle.

Othello 【Appellation】 A cat owned by a girl in Aball Village, named Othello because it's black and white. Incidentally, its child is "Oserokko," and that child's child is "Oserokokko." How far will this chain continue...?

Omega Elixir 【Lore/Relic】 A legendary panacea from lore, a specific remedy for the incurable "Twelve-Year Sickness." Both the actual item and its manufacturing method were lost during the chaotic Dark Ages, but a boy named Lieve living in Reneed deciphered ancient documents and identified its ingredients. The five ingredients are "Rondau's Void," "Unicorn Horn," "Cloud Sheep Egg," "World Tree Leaf," and "Malak's Prayer." Heavy Book 【Book】 One of the books attached to Magilou's waist, a collection of poems by Bienfu. It is a precious book, written by Bienfu, who is called or ridiculed as "the foremost poet of the Common Spirit (Bonrei) Realm" or "Normin Poem," and cannot be read elsewhere. However, Magilou never touches upon its contents, treating it merely as a "heavy book."

Adamantite (Orichalcum) 【Appellation】 A metal said to be the hardest in the world, occasionally found in ancient ruins. Its very existence is questioned, and although there was a rumor that a lump was excavated centuries ago, the transport ship sank in a storm, and it was lost along with the sailors. However, Eizen, with his prized "Fujibayashi Sea Rod" and his inherent Reaper's blessing, managed to fish it up, revealing the power of his curse to the party.

Adamantite (Orichalcum) Seiran 【Appellation】 The hardest "Seifu" (Conquering Wind) ever forged by Kurogane using Adamantite (Orichalcum) as material. It was supposed to be the decisive blow to defeat Shigure, but in reality, even with this, their fervent wish was not granted.

Orthros [Alias] The twin dogs kept by Niko. Despite their imposing appearance, they are so timid that they are chased up a tree by Lulu the cat. They are very attached to their owner Niko and were loved by everyone in Aball Village.

Orthros [Devourer] The form taken by Orth and Tros, who survived the tragedy of "The Day of Advent," after being transformed into Devourers with the help of the Abbey. With two heads on one body, they become the Devourer Orthros, bearing the quality of "obsession," and attack Velvet, Niko's enemy.

[redacted]Ka-gyo

ility] An island secretly managed by the Abbey, dotted with ancient ruins. Within it, a different dimension called Charis is constructed, serving as a confinement facility for dragons, intended to generate malevolence to sustain the existence of the Lord of Calamity. Karlan Gold Coin [Lore/Artifact] An antique gold coin that Eisen uses as a vessel. Excavated from ancient ruins in a foreign land, it has "Goddess Martel" engraved on one side and "Demon Lord Daos" on the other. Its lore is recorded in "Ragnarok" Chapter 765, "Yggdrasil War Chronicles," and it helped Laphicet, who had only read history books with scarce emotion, to understand the vastness of the real world. Due to Eisen's curse, no matter how many times he flips it, it will never land on tails.

Pirate Mushroom [Alias] Eisen's secret ingredient. It's said to produce a rich, mellow broth with a deep, connoisseur-pleasing flavor, or as he calls it, "kottari." There's a highly poisonous "Bandit Mushroom" that looks exactly like it, so cooking with it requires the chef's precise knowledge.

Pirate's Disease [Alias] A terrifying disease that causes unexplained high fever and eventually leads to the body crumbling into sand and death. It once spread through the ships of a great pirate fleet that ruled the four seas, and was named after the entire crew was wiped out. It does not infect on land, only manifesting and spreading at sea. It is also a strange disease that only affects humans. Although it is said to be caused by the salt concentration in the air or microorganisms in seawater, the details are unknown, and the squeezed juice of the wild herb Saletoma is the only cure.

→ Saletoma (→ P485)

Gaiburk Icefield [Place/Facility] The ends of the earth where Mount Kiraraus is located. Despite being at the foot of a volcano, it is an extremely cold land covered in snow, ice, and glaciers. According to ancient documents, it was once a region known for its vast plains and hot springs, and it is a place where crustal movements and drastic climate changes were clearly evident in the Midgand Kingdom. Day of Opening [Lore/Artifact] The day 10 years ago when the "Shrine of Pacification" in Aball Village was opened, and half of the sealed Lord of Calamity was revived. From this day on, the balance of spiritual power changed, and the damage from malevolence drastically increased. It was also the day Velvet's sister Celica and the child in her womb were sacrificed for the revival of the Lord of Calamity, and Artorius decided to return to being an exorcist after this incident.

Ocean-going Expedition Ship [Alias] Large vessels intended for voyages not only around the Midgand Kingdom but also to other continents. In the Midgand territory, this was long unrealized due to a lack of suitable timber, but with the introduction of shipbuilding technology using the Southgand endemic species "Ukiju tree," the Midgand territory was able to own ocean-going ships. Incidentally, 12 years ago, the Van Eltia, which would later become famous, was built with the kingdom's best technology.

Sea of Woe (Kaerazu) — The Name/Designation Surrounding Caerland A term used to refer to the waters around Caerland Island, a top-secret facility of the Holy House. Various rumors claim that anyone who strays in will never be able to leave again, or will be attacked by demon-kind and die, in order to deter the general public from approaching. However, regarding reports of ships being attacked by dragons, it is possible that a dragon actually confined within Caerland has appeared.

Kageuchi (Shadow Blade) [Term]: When a swordsmith forges swords, they work on several at once. The best one is called "Shinuchi" (True Blade), and the others are called "Kageuchi" (Shadow Blade). In the Rangetsu clan, the head of the family receives the Shinuchi of Goura, while the other siblings receive Kageuchi. The Goura that Rokurou possesses is a "Goura: Kageuchi."

Katanagiri (Blade Cutter) [Term]: A daemon rumored to appear in Brigit Valley and Cadnix Port. Wielding foreign artifacts, it is feared even by bandits for defeating exorcists. Its true identity is Kurogane, who settled in the Vester Mines and wandered with the obsession of creating a sword to defeat the divine blade, Goura.

Cadnix [Place Name/Facility]: A port town that prospered as a center for trading ores produced from the Vester Mines and as a production site for armaments. Although it lost its former vibrancy due to the depletion of ores, many blacksmiths still gather there. Cadnix Armaments [Term]: Refers to general armaments made in Cadnix, a town of blacksmiths. Due to their high quality, they have long been favored by the royal family. In the ten years since daemon damage began to spread, the demand for general armaments that cannot defeat daemons decreased. However, it is said that even these armaments can exhibit considerable power when wielded by an exorcist, and they are now being recognized by the Abbey and are making a comeback.

Kanonushi [Empyrean]: In contrast to the Four Empyreans who govern earth, water, fire, and wind, Kanonushi is the fifth, extraordinary Empyrean. It awakens once every few millennia and bears the role of preventing the world's collapse by removing malevolence and bringing tranquility. Due to its incidental nature of severing history, it is also called the "Empyrean of the Forbidden Name" in ancient texts. It has appeared several times throughout history, with its most recent revival occurring at the end of the "Avarost's Tuning" era. It manifests through two pure souls; in its revival on the "Day of Opening" ten years ago, the fetus in Celica's womb and Laphicet, sacrificed on the "Day of Opening" three years prior, met the conditions for its revival. It possesses the body of an eight-headed dragon, and as its core, it has the human body into which Laphicet reincarnated. For a complete revival, it requires eight qualities derived from human malevolence to unleash its power.

→ Eight Qualities (→P494)

Beetle Faction [Other]: One of the factions engaged in an endless conflict in the insect world. Eisen openly declares himself a member of the King Beetle Faction, admiring their beautiful single horn, and strongly pushes Laphicet to join as well. The pugilist who smashes daemons with a single punch naturally prefers the power-type beetles. Age of the Gods [History]: Approximately two thousand years ago in human perception, an era when Empyreans and Malakhim supported the prosperity of the land. Also known as "Destiny Dawn," meaning the dawn of the world.

→ Destiny Dawn (→P488) Kamui (Divine Possession) [Lore/Artifact]: A ritual that allows one to merge with a Malak and gain superhuman power. Melchior, who sought to inherit the ideals of the previous Chief Exorcist, Claudin, was researching the Kamui technique in ancient texts from another continent. As part of this process, he implanted the "Brunhild" ritual into Shialice, but...eventually, through the analysis of the weapon Siegfried, possessed by Aifread, he managed to establish the theory. Once a Malak has undergone Kamui, it cannot be separated alive, becoming a threat to Velvet. Furthermore, there is a risk of the Malak turning into a dragon after a certain period. To prevent the dragon's rampage, a technique to self-destruct both the exorcist and the Malak is incorporated, maintaining a practical level of usability.

→ Siegfried (→P485) → Brunhild (→P491)

Kaminin [Term]: A humanoid being that carries something resembling a turtle shell on its back and travels around the world engaging in trade. They are often seen in ports where people and goods gather. Additionally, the "White Kaminin" that Eisen is close with appears even in the depths of forests and ruins. Their place of origin is the Amartia Subcontinent at the far end of the foreign sea.

Galis Lake Road [Place Name/Facility]: A beautiful lake region located northeast of Logres. The abundant water originating from here supports the lives of the people in the royal capital. Furthermore, there are veins of Red Spirit Ore, which is the raw material for Red Spirit Water (Nectar), and it is secretly mined there.

"Cute Girl and Loving Skinship" [Book] One of the noble books owned by A-rank Malak Bienfu-sama. Escaping from Magilou's side and working as Eleanor's contracted Malak, during the happiest moment of his life, Bienfu likely tried various forms of skinship, referencing this book. The expression "kawaii-ko-chan" (cute girl) feels quite old-fashioned, though...

Archbishop Gideon [Person] A prominent figure in the Logres Church. He has dedicated himself to faith and the church since before the Abbey was organized as the church's anti-daemon division, and provides support to the Abbey as a representative of the clergy. He also invested his private fortune to lead orphanages and medical teams, and is reputed to be a person of integrity. However, he also has a dark side, such as manufacturing and smuggling the forbidden Red Elixir (Nectar) to secure operating funds. Cornered by the intervention of Velvet and others, he became tainted with malevolence, transformed into a Daemon, and fell prey to the Devouring Daemon Gryphon. Count Casparig [Person] Lancelot Casparig, the current head of the noble Casparig family. Known for his opposition to the rise of the Abbey. He encountered an incident where everyone in his mansion was massacred, the Count was kidnapped, and the Exorcist search party was annihilated by Daemons. However, the truth was that the Daemon who destroyed the mansion and attacked the search party was the Count himself. He resented the Abbey seizing control of national politics and his vassal Shigure becoming a special-grade Exorcist above him, and devoured his household members to gain power to defeat Shigure. Casparig Family [Term] A noble family that has supported the royal family for generations since the establishment of the Midgand Kingdom, alongside Oscar's Dragonia family. Although known as the "Royal Family's Dagger," there are many ill rumors, and it is also said, "Behind the glory of the royal family, there are the blood and tears brought by Casparig." They employ the Rangetsu family as vassals, and the Rangetsu clan has borne the dark side of the main house.

Kirahagane (Shining Steel) [Term] A rare metal used as a material for swords and weapons, produced in the Endgald and Ailgald territories. One of the reasons Kurogane, who became a Daemon, made the Vesta 1 Mine his base was for this Kirahagane (Shining Steel).

Kiralaus Volcano [Place Name/Facility] A volcano located at the far reaches of the Northgand territory. It is the only place where the Flame Stones circulated in Hellawes can be mined, and volcanic ash mixes with the snowfall. Due to the flow of the earth veins, it was also known in ancient times as a place to worship Musubi, the Sacred Lord of Fire.

Kingyong [Appellation] A type of fish-bird, Pengyon. A rare Pengyon with a golden body and red eyes. Despite its beauty and rarity, there are rumors that it is an ominous creature that heralds the end of the world. Its true identity is the "Emissary of the End" or "One who Judges the World," overseeing the world. It attempted to gauge the resolve of Velvet and her companions, who challenge the world's order, by manipulating Jude, a boy from another world, and Milla, a woman claiming to be the Lord of Spirits. Devouring Daemon [Lore/Artifact] A type of Daemon that devours Daemons and Malakhim, absorbing their power. Seven of them exist as mouths for the main body, Kanonushi, and were kept bound within a barrier by the Abbey to continuously devour malevolence and supply it to the main body. When absorbed by the Light Dragon, the main body of Kanonushi, they become Devouring Daemons, and the karma each carries determines their nature. Kushiyamata [Person] A blacksmith associated with the Rangetsu family, a clan of knife makers distantly related to Rokurou. The knives they make are said to be cursed knives because, despite their superb sharpness, anyone who wields them feels an urge to cut anyone and everyone. There are no shortage of rumors, such as that they used the blood of a woman they loved when forging iron, or that they threw the woman's body into the fire. Krau Family's Special Quiche [Dish] Quiche is a dish made with a pie or tart crust base, generously filled with egg cream, vegetables, and cheese. It was passed down from the late mother of the Krau family, through Celica, to Velvet. Due to its homemade deliciousness, which rivaled store-bought goods, Niko had proposed to Velvet to turn the manufacturing and sale of quiche using the secret recipe into a business.

Gryphon [Devouring Daemon] A hawk carefully raised by Prince Percival, and his only friend throughout his life as a public figure. It became a Devouring Daemon embodying the quality of "Escape" and was bound within the barrier of the Logres Detached Palace. Despite understanding the Abbey's ideals, by the Prince's decision to save his friend, it was sheltered by the Aifread Pirates and later released into the open sky. Its nickname is "Hoghogh." → Hoghog (→P492)

Grimoire [Person] A Normin who always appears languid and observes the trends of the world. Highly knowledgeable and proficient in ancient Avarostian, she successfully deciphered the documents brought by Velvet and her companions. Laphicet calls her "Teacher Grimo" with respect, a name she herself is very fond of. She once sheltered Magilou, who was excommunicated by Melchior 10 years ago, making her a great benefactor to Magilou. Incidentally, according to Magilou's information, she is currently 5017 years old.

Grimoire Fan Club [Term] Regardless of its veracity, Teacher Grimo's fan club has various legends, such as boasting 8848 members at its peak, dinner show tickets selling out on the same day, and numerous Malakhim falling asleep during ancient document reading live events. I'd love to see the faces of the members!

Grüne 【Person】 A potter during the reign of King Clodiin. His masterpiece "Mizugame" possesses a dignified form that subtly exudes a sensual allure, drawing one in as if inviting, while the now-lost fluffy glaze (yū) imbues a texture that suggests movement, making it a treasure that seems ready to come to life. It was lost 200 years ago in the era of the Second Warring States, but, true to its cursed power, Eisen pulled it up from the sea floor. Kurusunikku 【Term】 An ancient Avallost language word meaning “to carve out / hollow.” In other worlds, it is said to be used in contracts with spirits and to manipulate time, but its connection to the history of Midgand remains completely unknown. Guresu Nabe 【Cuisine】 A hot pot dish famous in Rogue-less. Local dishes often use place names, so one might think “Guresu” refers to Rogless, but what it actually means is said to be “you better not ask at all.” If someone goes that far, it only makes you want to ask more!

Closed Dark [History] A dark age when history was divided by invasions from a different continent, and records disappeared. The cultural remnants in various parts of the continent, built in a different continental style, are considered to corroborate these invasions. It came to an end about 300 years ago with the unification of the lands by King Clodian Asgard.

Clodian Asgard [Person] A figure who settled the era of war about 300 years ago and became the first king of the Midgand Kingdom, the founder of the current Asgard royal dynasty. In addition to excellent qualities as a king, he possessed exceptionally high spiritual responsiveness and, behind the scenes, played a leading role as the top anti-demon warrior of the time. After stepping down from the throne, life was extended by the vow he imposed on himself, and later he served as a mentor to Altarius. All of Altarius’s sword skills and the warrior mindset as an anti-demon warrior were taught by Clodian. The phrase “Always wear a peculiar cloak, as fiery as fire, as nourishing to those around as water, as steadfast as earth, and as free as the wind”—these were the words Altarius’s master used to describe him. Thirteen years ago, at the tragedy in Lulai Ne, he died by breaking his oath not to kill to protect Altarius. As an anti-demon warrior, Clodian is now rarely mentioned by people, while the Nordin tribe’s “Nordin Hero” and “Nordin Crimson” who accompanied his journey are vaguely remembered for their exploits.

Kurogane [Person] A blacksmith who lived hundreds of years ago and challenged the legendary sword “Gouran.” He named his sword “Seiran” because he sought to defeat Goulan, and after dozens of failed attempts to master the divine sword, he was said to have been beheaded by the sword’s owner in despair, or he may have taken his own life. His unfulfilled ambitions transformed his body into demonic energy, and he relentlessly pursued surpassing Goulan in a fixation. He was recruited by Rokurou to vow to defeat Goulan and joined the group on their journey. Meanwhile, he is also vigorously working as a riveter in the hideout.

Seiran of Kurogane [Title] A sword forged by Kurogane after he aimed to defeat Gouran. After going through the paths “Two-Sword Kobito Kurogane” and “The Golden Steel (Orichalcum) Seiran,” he finally used his own body to craft this sword. This is the blade with which Kurogane risked his life.

A black and large-breasted pigeon [Term] During Roboress Gate’s passage, an idea told by Magiru, the forger who impersonated a dove in velvet. The tale of a “breast pigeon” resembling a pigeon with a big chest is suspected by Eleanor as a cipher of the underworld ...

Black Crystal Disease [Other] One of the world’s three great strange diseases, a disease in which a living person turns into a lump of black crystal. Because there is no known cure, it is feared as much as the demon disease and the twelve-year disease.

Gros Agetto [Demon-eater] A demon-eater that was confined within the Warg forest boundary by the Holy Dormitory. It governs the trait of “Selfishness.” When not demon-eaten, it is roughly the size of a normal insect, so the damage caused by the demon is reported while the actual form is unclear. → Kuabuto (tentative) (→P484)

Kuugane faction [Title] A faction in the endless insect fight. Rokuroo is a Kuugane faction member who is enthralled by the two-pronged large mandibles. Their focus on technique over weight suggests they are a practitioner of the Ranzetsu style who wields the sword with versatility.

Kuwabuto (tentative) [Title] A provisional name Raifusetto gave to demon-eater Gros Agetto to quell the crude feud between the beetle and rhinoceros beetle factions. The name Ku-wabuto combines “Kuwa” from beetle and “Butto” from rhinoceros beetle, reflecting his desire to end the futile conflict between the two elders... However, Eleanor’s pursuit reveals that it was actually a carpenter beetle. → Gros Agetto (→P484)

→ Lifeset Kuwabuto (→P494)

Kegare [Lore・Relic]: Negative emotions such as hatred and envy born from the human heart, or human karma/sin. No one is immune, and everyone lives constantly emitting defilement. When the faith in the Seraphim that should exist within humans is lost, and defilement accumulates, people turn into Daemons. Therefore, past Exorcists have secretly dealt with the continuously emerging Daemons. The current Abbey guides people by rephrasing the fact that karma/sin turns people into Daemons as "Daemonblight," as this truth is generally unbearable for people. Bloodwing Butterfly (Kesshichou) [Appellation]: A dark guild led by Tabitha Baskerville. Operating from the tavern "Bar Blood Butterfly" in Logres, it is widely known in the underworld. As its name suggests, its trademark is a crimson butterfly reminiscent of blood. Class A Alert Daemon [Appellation]: Within the kingdom's territory, many regions are managed and guarded by the Abbey, keeping Daemon damage to a minimum. However, these are vicious Daemons that even the power of Exorcists cannot completely eliminate. A large bounty is placed on their subjugation, and their elimination is encouraged through the mediation of Bloodwing Butterfly members. Fiend [Lore・Relic]: The form of humans or beasts transformed into monsters by the defilement of karma/sin they themselves emit. They lose human-like senses and emotions, eventually becoming beings that live solely by their desires. In ancient times, they were also called "demon possession" or "lycanthropy," but on the "Day of Advent" three years ago, human spiritual sensitivity was activated, and the actual transformation became visible. Daemon Hand (Goumashu) [Lore・Relic]: The term Magilou uses to refer to Velvet's left hand. It is called this because it devours Daemons and absorbs their power. Like other Devouring Fiends, it grows gigantic when active.

Goma Disease [Lore/Artifact] One of the world's three major incurable diseases, where humans and animals suddenly transform into Goma. Those who become Goma turn into monsters that indiscriminately attack even their own family, and there is no recourse other than to be vanquished by an exorcist. Goma transformation actually refers to a transformation caused by malevolence, but the Abbey claims it is a disease to avoid confusion. →Goma (→P484)

Gōran: [Appellation] A highly renowned tachi, known as a rare and famous sword. It has been passed down through generations in the Rangetsu family, a lineage of master swordsmen with foreign roots. The current family head, Shigure, possesses the 'true blade' (Shin'uchi), while his sixth son, Rokuro, holds the 'shadow blade' (Kage'uchi). Legend has it that 'Its blade wind roared like a wild beast, summoning a storm that could blow away mountains. People praised this tachi, unique in this world, as a divine sword—a "Shintō" (divine blade).' This legendary item is also a goal for swordsmiths worldwide. The swordsmith Kurogane positions the swords he forges as 'Conquerors of the Wei Wind' and names them 'Seiran' (Conquering Storm). Incidentally, the 'Gōran Kage'uchi' that Rokuro carries was once broken by Shigure, and he continues to bear it as a reminder.

Day of Advent [Lore/Artifact] This refers to the day, three years ago on the Scarlet Night, when Artorius sacrificed his younger brother-in-law, Laphicet, to manifest Kanonushi. For the common people, it is called the day when the savior Artorius appeared. With Kanonushi's revival, people's spiritual sensitivity was activated, dramatically increasing the number of Exorcists. It also served as an opportunity for the Abbey organization, capable of countering the Daemons, to be recognized, and even now, it is particularly emphasized when speaking of Artorius's achievements. "Kokoro Hacking" [Book] One of the hidden books owned by the A-rank Malak, Bienfu-sama. It is a book that describes what a contracted Malak is (!?), and it is recommended by Bienfu's arrangement, suggesting it would be an invaluable guide for Laphicet, who contracted with Eleanor. However, judging by the title, there is absolutely no intention of building a proper master-servant relationship. "Ancient Ideogram Deciphering Method" [Book] This is a book owned by Artorius, who lived in Aball Village. Ancient Ideograms refer to the ancient Avarost language. It is one of the documents inherited from his master, Claudin, who was researching the legends of the Four Empyreans.

Kodoku [Lore • Relic]: Historically, it was a form of sorcery where countless insects were confined and made to devour each other, with the belief that the survivor would possess special power. On Prison Island Titania, numerous Gouma were cast in, and by mixing the defilement they consumed with their own, they were driven into a rampaging Kodoku state.

『A Method to Seduce a Woman You Favor and Turn Her into a Vessel』 [Book] A noble volume owned by Saintly Servant Viehnfu. The title alone exudes ulterior motives, but if such books were circulating in the Saintly Servant circles, it would reveal a lot about their morals... This is not very recommended for Lifiset.

「Speak with your fists!」 [Book] A-rank holy servant Bienfu-sama owns one of the noble collections, a rare bloodthirsty title. Will he survive after speaking with his fists against the legendary cheating witch Magirl sister?!

Sa-gyou

The Calis [Place/Facility] A sacred dormitory facility built in a separate space of Cursed Land. It was constructed using techniques excavated and revived by Melchior through ancient ruins, and the connected dragon inside continually sends the tainted Kanunushi to birth.
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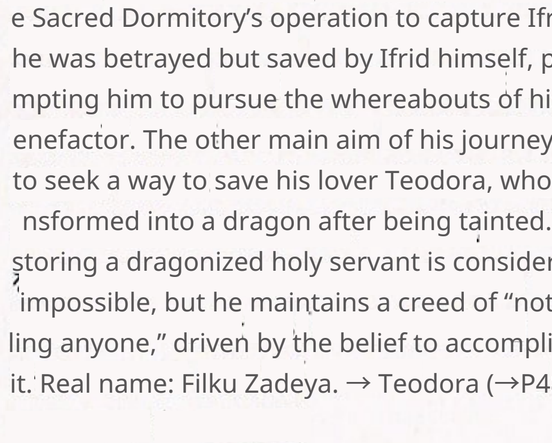
The Manifestation of Calamity [Tradition/Relic] An embodiment of calamity and misfortune, namely the demon king or a being that becomes the root of disaster appearing at the end of the world. In ancient texts, the Manifestation of Calamity has appeared many times, plunging human society into ruin. People, fearing wickedness, refer to the Manifestation of Calamity as “a lump of corruption” or “an evil that embodies human sin.” Velvet, who battles the demon king that roams the world and opposes the sacred dormitories, has become a name associated with this presence. “Latest: The Theory of Ancient Ruin Architecture” [Book] A good reference that deciphers ancient ruin construction theories. It covers ancient ruins around the world and discusses in detail the aging and mysteries of structures, including why the underwater temple of the Water Lord Amenomi sank. Eisen, who is deeply versed in this field, has finished reading the first edition, but Eleanor, who has read the recently revised “Latest Version,” cannot keep up with the new theories, leading to an embarrassing situation... South Gunde [Place/Facility] A tropical region consisting of hundreds of islands. Once each island had its own culture and towns, but ten years ago, the Demon Plague, namely the “Day of Descent,” wiped out most of the islands, leaving only two settlements, Izult and Haria. The octopus demon sometimes eats whales, making the region wild, yet it is more tolerant of such events than other regions. Sabaran [Word] One of Magirl’s casual, carefree words. An abbreviation of “I don’t understand at all.” It might become popular in the future...

The Zavida [Person] A wandering holy servant using a pendulum-type weapon called Pendulum, who travels across various places. Drafted into the Sacred Dormitory’s operation to capture Ifrid, he was betrayed but saved by Ifrid himself, prompting him to pursue the whereabouts of his benefactor. The other main aim of his journey is to seek a way to save his lover Teodora, who transformed into a dragon after being tainted. Restoring a dragonized holy servant is considered impossible, but he maintains a creed of “not killing anyone,” driven by the belief to accomplish it. Real name: Filku Zadeya. → Teodora (→P488)

Zamal Cavern [Place/Facility] A stalactite cave located on the southern side of the Aldina Prairie. The interior is deep, and no one who went to the deepest part and returned.

Saretoma [Term] A wild herb reputed to be a specific antidote for the plague of thieves. Its scent is pleasing, resembling raspberries, but when chewed its odor becomes horrific; the petals are a thousand times spicier than mint, and the leaves and stems taste like extremely rich beef tongue. The unearthly grotesqueness is said to make even wickedness cry, and newcomers to the demon-exterminators’ lodge have a habit of drinking its broth at the welcome party after enrollment. Eleanor dislikes spinach because images of Saretoma nightmares come to mind. The flower language is “false coexistence.”

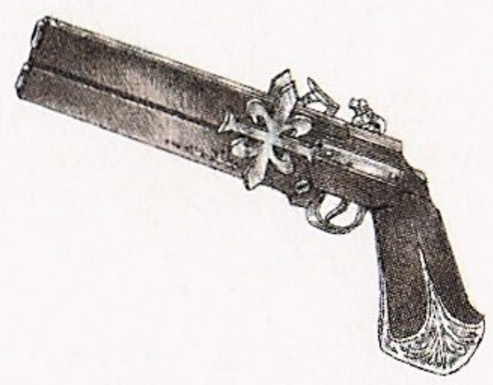


Three番 (Third) [Other] One of Eisen’s obsessions is to always designate the pier number as “Three.”

That which foretells extra death rituals may bring about new calamities

Seiries [Person] A holy servant who commands fire, used by Artrius. On the Day of Opening, Celica, who sacrificed herself, was reborn. Initially she did not possess memories of her previous life like other reincarnated holy servants, but eventually she gained Celica’s memories and helped Velvet in fleeing. Her body also contains a technique inscribed for practical use of divine weapons, called “Sorcerer Ring Plunhilt.” This technique takes months to build inside the host and completes upon the host’s death. Seiries, at the moment of death, entrusted not only her power but also this technique to Velvet, transforming the enemy’s power and triggering weak-point attributes. Real name: Selicris.

Siegfried [Appellation]: An artifact from the Avarost era, a tool obtained by Aifread on a foreign continent. It can amplify the power of Malaks and restore the will of Malaks under its control. Melchior, who had been researching the possibility of Armatization from ancient texts, recognized Siegfried as the breakthrough for unifying the powers of humans and Malaks. After analyzing its spell formula and completing the Armatization theory, he finally proceeded with its experimental operation. The amplification of spiritual power is merely a secondary effect; its true nature is a special weapon designed for dragons, intended to fire "Bullets of Will" and activate special effects. Furthermore, spirit crystal bullets have effects that correspond to their respective wills, such as severing bonds of power or temporarily blocking the influence of malevolence.



Siegfried [Person]: An ancient figure who traveled the world accompanied by the Great Malak Brynhildr. He was called "The First Manifestor" and is considered the progenitor of later Exorcists. Although his direct footsteps are non-existent, he has been passed down as a hero of the tribe by Miyabi of the Normin tribe, whose real name is Normin Genesis, who accompanied him on his journey. Through his anecdotes, one can glimpse a bit of his character.

Coelacanthpri [Appellation]: One of the prey caught by Prince Percival's griffin companion, nicknamed Hoghog, during hunts. It's a fish that vividly retains the appearance of an ancient fish, with an estimated weight of 150 kilograms. If it were to fall from above the Van Eltia, not only the crew but the ship itself would not escape unscathed. Thus, Benwick tearfully petitioned for countermeasures, but the prince, who rejoiced in Hoghog's freedom as if it were his own, flatly rejected the request... Shigure Rangetsu [Person]: A Special Grade Exorcist of the Abbey who serves as Artorius's bodyguard. He is Rokurou's eldest brother, whose childhood name was Ichirou. After growing up, he became the current head of the Rangetsu family through its traditions. As is customary for the Rangetsu family, his foremost goal is to master his own strength. His affiliation with the Abbey is not due to ideals or ambition, but to defeat Artorius and find satisfaction in being the strongest. He also has a Malak named Murzim under his command, but rather than using Murzim as a pawn, he keeps him close, ordering him to act as a restraint to suppress his own power. His swordsmanship is the Rangetsu-style greatsword single-stroke main technique, and he uses the true strike, Gouraku.

Ritual of Pacification [Lore/Artifact]: The act of releasing Kanonushi's power and expanding its domain. This leads to "Pacification," where people's wills are taken away, and strife and conflict disappear. Furthermore, those who realize their own malevolence have their wills manipulated to take their own lives, resulting in a world befitting a pure order free from malevolence.

Sacred Lord of Pacification [Lore/Artifact]: An extraordinary Sacred Lord, distinct from the Four Sacred Lords of Earth, Water, Fire, and Wind, referring to Kanonushi. It bears the role of removing the karma that produces malevolence from people's hearts, pacifying them, and preventing the world's destruction. →Sacred Lord of the Abhorred Name (→P481)

Shrine of Pacification [Lore/Artifact]: An old shrine from the Closed Dark Era, built on a cape in Abal Village. It was modeled after the style of a foreign continent, and no one in Abal Village knew its purpose. When Kanonushi partially revived on the "Day of Opening," Melchior became convinced of Kanonushi's existence, which he had been researching with Claudin.

Forest of Pacification [Place Name/Facility]: A forest located in the depths of Abal Village. At its innermost cape, there exist ruins known as the "Shrine of Pacification."

Jet Black Wing Magic Troupe (lol) [Appellation]: A group of showmen formed in opposition to Magilou's Opera Troupe, or officially, Magilou's Magic Troupe. Its reading is "Shikkoku no Tsubasa Kijutsudan Kakko Warai." They seem to have a strong attachment to the phrase "Jet Black," and after much deliberation, coming up with names like "Jet Black Wings," "Jet Black Laughter," "Jet Black Arts," "Jet Black Circus," and "Jet Black Grand Service," they apparently settled on a name that invites laughter themselves...

Grim Reaper [Lore/Artifact]: A legendary being commonly referred to as the "Administrator of Souls" or "Guide to Death." Because it is depicted holding a scythe, it is also called the "Reaper of Souls." Such tales often involve Malaks whose blessings have reversed and bring misfortune. The Van Eltia was called the "Ship possessed by the Grim Reaper" because "Grim Reaper" Eisen had taken up residence there since that time. Another example of a reversed blessing is the "God of Pestilence."

Grim Reaper's Curse [Other]: Refers to the blessing possessed by Eisen. While a Malak's blessing inherently brings good influence to people, this refers to a state where the blessing has reversed for some reason, bestowing only misfortune. Humans call such an effect a "curse," and Eisen self-deprecatingly likens himself to the Grim Reaper.

Death God Pufferfish 【Name】 One of Eisen's secret ingredients. A pufferfish with maximum danger level that can kill ten elephants in one fish, and there are only five chefs in the world who can prepare it safely. The umami is supreme, a thrilling taste that supposedly rises to the heavens.

Jude 【Character】 A boy who claims to be a medical student from another world, calling himself "Rize Maximia's medical student." For some reason he becomes Pengyon's figure, but is helped by the Pengyongs, and fights alone to protect his brethren (?) from smugglers. He is approached by the "Messenger of the End" who disguises as Khingyeong, and he challenges them to test Velvet's aptitudes.

12th-Grade Illness 【Name】 One of the world's three great plagues. When it breaks out, fever repeats every 12 days, and the patient dies exactly at 12 years old — an incurable disease. It occurs to one in tens of thousands, said to be a curse for having been born or for having seen non-human beings. Some patients report they could "hear the voice of the sea," and there is a possibility that a rare power to interact with the Holy Servants is related to the disease. The elixir Omega Elys Seal is a legendary medicine invented long ago for curing this disease.

Pure Heartwater 【Name】 Among heartwaters, of especially high purity and quality. The Pure Heartwater made from Stoneberry is produced by filtering Berry Heartwater through a stone, leaving the fruit's sweetness while becoming colorless and transparent. Only a single mouthful can be produced in ten years, indicating its extreme rarity.

Supreme Judgment 【Culture】 A governor's execution order. In the Langes family, three years ago the lord from the Kasparyugh family was suspected of treason against the head Sigre, and Sigre was to be executed by the supreme judgment. The executor at the time was Rokurou, but since he failed to eliminate Sigre, he was punished and sentenced to 500 years' imprisonment on Titania.

Silver 【Character】 A name used by the holy slave number one, who is employed by Laifisette and later associated with Melchior. Gaining a will and feeling pity for having no name, Xabida proposed various candidates, but ultimately Silver was chosen upon Eisen's suggestion that she has silver hair. Other candidates included "Hazime" because Rokurou said he was the first, "Ichirou" and later "Ittchan" for Eleanor, "It-chan," and for the number one pun "Nan-chan"; Velvet, who lacks naming sense, was dubbed "Okappa" for her bob cut, and then Eleanor's "Okapp" followed. It's fortunate Eisen is around... Sylphimock 【Name】 A messenger bird kept for communication between the Ai-Free Pirate Gang across the seas and the Banualtia ship, raised as a carrier. Regular pigeons rely on homing instinct for one-way messages, but Sylphomock can memorize human wavelengths and fly to a chosen recipient. It only inhabits a northern island, but Benwick hatched eggs in his mother's hat and grew attached, becoming an indispensable member of the Banualtia. By the way, Sylphimock's skewered yakitori is considered a delicacy, but if you can say such things after seeing Benwick's head in a helmet, then that's not human work!

Divine Artifact 【Tradition/Relic】 A vessel carved with a spell that manipulates spiritual power. The spellwork of the God-Servant crafted by Melchior remains incomplete; even after it was experimentally used by Oscar, it is constantly being refined, one aspect being to use a divine artifact as a form of the God-Servant to perfectly fuse human and servant powers. Depending on the servant's attribute, there are forms such as bows, swords, and mighty fists. The current God-Servant is one in which humans unilaterally drain the power of the Holy Servants; if both parties recognize each other's will, their coexistence is not a dream, and may become power to counter forces that threaten the world.

Heart Imprint Character 【Tradition/Relic】 An ancient Avalost language character. Not merely phonetic or ideographic, but a character that expresses emotion; the same character can have multiple readings. Additionally, the meaning changes according to how words are connected, requiring the reader's linguistic sense, i.e., the starting point where the writer's emotions merge. It is no longer connected to modern language because after the era of "Avalost Tuning," human civilization vanished when Kanonosh pacified the world.

Heartwater 【Name】 The "fuel of life" that adults are allowed to drink. Depending on ingredients, one can enjoy various appearances, tastes, and aromas — Fruit Heartwater, Nacre Heartwater, Rice Heartwater, etc. Moderately savoring it brings color to life and enriches the heart, but the rule remains: "Drink, but don't get drunk."

Sweet Borscht Calageria Style 【Cuisine】 Magiro's recommended dish. Borscht is a soup of beets with vegetables and meat, known for its vivid red color. There are various regional variations, but for Calageria style borscht, serving it with peach pie for dessert is standard. Zuiho 【Character】 An elf-like Skywalker from the "Staircase to Heaven" connecting earth and heaven, a Pūsaage who calls himself "one who knows the workings of the world." In the past, some of the heavenly beings believed in coexistence with humans and descended to earth; those beings became known as the Holy Servants, and eventually lost their prayers. Velvet and others oppose such actions and reveal themselves.

Stoneberry 【Place/Facility】 A pioneering village built by clearing the forest on the eastern Aldina Prairie. The area is known for rare local flora and insects and for gem production. It is also famous for heartwater preparations using pure water, with many notable brands such as "Briar Forest." The tavern is run by a female owner who served as sommelier for a great noble, making it a hidden spot for heartwater enthusiasts. People dream of large-scale development and plan to build a gigantic bell tower. Incidentally, it is believed to be the homeland of Bienfu's first love.

Smilegand [Culture] A term used to describe the temperament of the people of Southgand. They are originally known for their cheerful and bright personalities, but before the islands were devastated by the chaos 10 years ago, laughter never ceased, and it was truly a "Land of Smiles," Smilegand.

Sacred Lord [Lore / Artifact] Refers to the four pillars of earth, water, fire, and wind that form the world. According to ancient texts, the world was shaped by the Sacred Lords and is pacified by one of them. In times when people prayed to the Sacred Lords, blessings were abundant, but now that faith is being neglected, the existence of the Sacred Lords has been forgotten, and defilement has spread with the loss of their protection. Furthermore, according to Zuifu, who is on the "Stairway to Heaven," the Sacred Lords are beings who led the Heavenly Race as their chief deities. If humans who become contractors of the Sacred Lords can guide them correctly, the world can walk the path to coexistence between humans and Seraphim.

Throne of the Sacred Lord [Place Name / Facility] A temple newly built by Artorius for the relocation of Kanono. It was erected at a geomantic vein infusion point located north of Dana Road, allowing it to draw maximum power from the leyline. A barrier has been set up to exclude intruders, and only high-ranking Exorcists, meaning those accompanied by four A-rank Seraphim, can enter. Holy Temple Palamides [Place Name / Facility] An ancient ruin temple near Haria Village in the Southgand Territory. It enshrines Sacred Lord Amenochi, who is deeply worshipped in the Southgand Territory, but it has been seized by the Abbey, causing opposition not only among devout believers but also among moderate local residents. The Abbey's purpose is to cultivate Daemons within this Holy Temple, which stands on a leyline, and Moana, the daughter of Shrine Maiden Mahina, was confined there after becoming a Daemon.

Pledge [Lore / Artifact] A ritual to gain special power by placing restraints on one's own words and actions. It is said that the more strictly one is bound by these restraints, the greater the power obtained. Former Chief Exorcist Claudin and Special Grade Exorcist Melchior have lived for hundreds of years through such pledges. Though versatile, these strict vows can also be likened to curses.

Seiran [Appellation] The sword wielded by Kurogane, the swordsman who appears in Brigitte Canyon. Kurogane, a swordsmith who aimed to forge a sword that surpasses the Divine Blade: Goura, gave his own sword the name "Seiran," meaning "to conquer the roaring wind."

The Abbey [Organization] The anti-daemon department of the Midg and Church, which worships the Sacred Lord, officially named th e "Midgand National Church Anti-Daemon Abbey." Originally a g roup of warrior monks and prayer masters, it has now become a n organization of Exorcists, recognized for its power against dae mons, especially the anti-daemon power brought forth since the "Day of Advent," in response to the daemon damage since the " Day of Opening." Although it is part of the Midgand Church orga nizationally, the Bishop who governs the church has delegated f ull authority to Abbey Head Artorius, effectively retiring. As a sig n of trust from the royal family, a detached palace of the royal ca stle has been provided as its headquarters. Furthermore, Abbey Head Artorius has been granted "emergency dictatorial powers" by the King to control military and politics, allowing the Abbey to take command in place of the King in times of emergency. Its p hilosophy is to "prioritize the whole over the individual" and to be a "sword of will and reason." It preaches patience and unity to t he people, stating that individual suffering and hardship should be willingly accepted for the sake of collective happiness in orde r to confront daemons and restore peace. Seraphim [Lore / Artifact] "Beings not of human kind" that exist in this world. They bring d ivine protection to the world through human prayers. After the f aith of the mythical age was lost, their existence was perceived o nly by a very limited number of people with excellent spiritual se nsitivity, but since people's spiritual sensitivity was activated on the "Day of Advent," most people have come to recognize them. Due to their ability to manipulate the forces of nature, the Exorc ists of the Abbey contract them by taking away their will and sub jugating them, using them as power to defeat Daemons. They b oast a lifespan incomparable to humans, but they have the desti ny to turn into dragons if exposed to the malevolence emitted b y humans. →Heavenly Race (→P488)

Abbey Inspector [Appellation] Refers to an Exorcist of th e Abbey whose duty is to travel through regions and investigate the actual conditions of people's lives and the state of public order. Eleanor became an Inspect or by her strong desire, but there is a background st ory that Oscar, who had actually been informally app ointed, gave up his position knowing her wish.

『Three Greatest Illnesses of the World』【Book】 Rogues Palace Diagram One of the volumes in the library within the study. It explains the three great illnesses: “Demon Curse,” “Black Crystal Disease,” and “Twelve-Yea r-Old Disease.”

Sekiseiko (Red Spirit Ore) [Appellation] A substance for med by the crystallization of nutrients from the eart h, heated by volcanic heat. It can be used in several medicines, including Red Holy Water (Nectar), but be cause it is toxic and can cause poisoning during refin ing, and because the medicines made from it are hig hly addictive, its distribution is officially prohibited.

Zexon Port [Place Name/Facility] One of the leading ports in the Kingdom o f Midgand. Connected to the royal capital Logres via the Dana Road, pe ople and goods gather there from all over the country.

Celica [Character] Velvet's older sister. A skilled cook and a domestic woman, after her parents' death, she raised h er younger siblings, the young Velvet and Laphicet, by h erself. Thirteen years ago, she took in Artorius, who ha d drifted to Aball Village, and became an understanding figure for him as he struggled with the path of an Exor cist. She eventually married, but died as a victim of the " Day of Opening" tragedy just before her child was born. However, immediately after that, she was reincarnated as the Malak Seres, and thereafter, without memories of her past life, she remained by Velvet's side, serving A rtorius. In Aball Village, her and her son's gravestones r emain, with the Princessia flowers she loved offered to them. In life, she was a thoughtful, gentle, and beautifu l woman whom everyone admired, but apparently, she also had a surprising side: she liked dad jokes.

Zero Number [Appellation] Among the approximately 100 First-Class Exorcists in the world, a super-elite group. of members, who are given the numbering A-01 t o A-09. They excel not only in combat ability but a lso in governance, serving as key figures of the A bbey, entrusted with responsibility for cities and f acilities. Teresa guarded Helavisa and the Fordis Ruins, while Oscar, as Teresa's successor, guarde d Izult and the Paramides Sanctuary, demonstrati ng the Abbey's prestige and dominance.

Ceremony of Relocation [Appellation] A ritual to move the Ka nonushi to a new seat. The Kanonushi, who revived on th e "Day of Advent," was initially enshrined in the Midgand Church. However, under the pretext of establishing a san ctuary befitting a new Holy Lord and solidifying the presti ge of the nation and the Abbey, in reality, to gain the ben efits of the ley lines, which are the source of the Kanonus hi's power, it was relocated to a ley line immersion point.

The 1013th Match [Other] Rokurou challenged Shigure t o a battle at Kilalaus Volcano, marking the 1013th tim e since he was human. The defeat of his brother, whic h he had sworn to accomplish "no matter how many h undreds of times he challenged, or how many hundr eds of years it took," was finally achieved through Kur ogane's desperate obsession and Rokurou's skill.

Sento (Public Bathhouse) [Culture] A type of public bat hhouse, most of which are divided into male and fe male sections, allowing separate bathing. It exists s omewhere in the world, and rumor has it that it po ssesses a healing effect so profound that one's soul might inadvertently escape. Only those who receiv e a "Nyastaowel" (a wrap-around towel) from a stra y Nekonin are said to be allowed to enter...?

Zenrai [Malak] A Seraph (Heavenly Race) who governs lightni ng, and an old friend of Zuifu, "the one who knows the w orld." Believing in the coexistence of Seraphim and huma ns, he descended to earth and became a Malak. He is tho ught to be the model for Magilou and Bienfu's running g ag "Izuchi's Thunder God," but what is the truth!?

→ Ikazuchi Islands (→P481)

Sorcerer's Ring Brynhildr (Lore/Relic): A spell formula em bedded by Melchior, using Seres's life as a covenant. I t is a technique to manipulate the power taken into o ne's body, ultimately for the Armatization that control s Kanonushi. It was assembled within Seres's body ov er several months, completing upon her death. Her lif e was used as a covenant because the technique was lost in ancient times on the Midgand Continent, requi ring a significant sacrifice for its recreation. Seres, ha ving regained her memories before the spell formula' s completion, entrusted this power to Velvet by allowi ng herself to be devoured, transforming it into "a tec hnique that converts enemy power within the body a nd unleashes attacks of the weakness attribute."

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Dark Kameninn (Character): The dark form of White Kameninn, who, after being repeatedly tormented by Velvet and her c ompanions' unreasonable demands, saw his business fall d eep into the red and became unable to make ends meet, ul timately succumbing to darkness. He conceals his gentle ex pression with a mask, his cold eyes harboring murderous i ntent, as he attacks the party, aiming to "stew them down." A sense of melancholy drifts from his back, reminiscent of beautiful brotherly love, as he "was sold off to pay debts, h ums a mysterious song loved by his ancestors, and challen ges a life-or-death battle to live his life anew," making him seem like a completely different person. According to him, his blackness was "obtained by soaking in a secret soy sau ce marinade." After his defeat in battle, what he sought wa s "soul cleansing," specifically "Nyabakura," the adult social venue recommended by Nekoninn...

Dana Highway (Place Name/Facility): A central main road connecting the Royal Ca pital Logres with various parts of the Midgand Territory. It is the main artery supporting the kingdom's logistics and economy.

Titania managed by th e Abbey (Place Name/Facility)

A prison island off the coast of Stogand Territory. V elvet, who encountered Artorius's ritual on the "Da y of Advent," was subsequently imprisoned for thre e years, surviving by devouring Daemons. Ostensib ly an inescapable offshore prison, its true nature w as a feeding ground where the malevolence gen erated by prisoners was fed to Velvet. This is why a large number of prisoners were confined there. Wh en Velvet escaped, the malevolence that had been sent to the ley lines through her overflowed, leadin g to its destruction. Later, Velvet and her companio ns, along with the Aifread Pirates, took over the de serted Titania and used it as a hideout for a period.

→Dubious Hideout (→P480)

Memory of the Earth (Lore/Relic): A record of all events occurri ng on the surface, etched into the earth and accumulated i n the ley lines, like a blueprint. Normally, no living human c an enter the ley lines, but those who rarely visit them may experience events they or others have previously undergo ne, exactly as they happened. Exorcist (Organization): Indivi duals who control Malakhim through their spiritual power to d efeat Daemons. Currently, the majority of those who call th emselves Exorcists belong to the Abbey, an organization of the Midgand Church. They form contracts with Malakhim p rovided by the Abbey and employ them, striving for the ext ermination of Daemons. Ranks are distinguished by spiritu al power and ability: Second-Class Exorcists stand on the fr ont lines of Daemon battles, serving as shields for the popul ace. First-Class Exorcists act as commanders in combat and also handle civil affairs, economy, and rituals for the Sacre d Lord. Furthermore, the rank known as Special-Class Exorc ist refers to individuals with exceptional qualities, of whom only five have existed in the Abbey's history.

Exorcist Card Game (Culture): A card game currently popular among children throughout the Midgan d Kingdom. Players compete by playing cards de picting famous Exorcists and Malakhim, with card s ranked according to their strength and popular ity. Special-Class Exorcist Shigure is Rank 5, Teres a & Oscar are Rank 8 with no plans for re-release, and Artorius has a Normal Version at Rank 7 an d a Shepherd Version at Rank 10, which is prohibi ted in official tournaments, creating a "sinfully" e nticing setup that fuels collecting desires. Incide ntally, the weakest Rank 1 card is Malak Bienfu.

"Exorcists and Lore (Sacred Texts)" (Book): One of th e volumes housed in the Logres Detached Palace Library. It details the definition of Exorcists, an ex planation of their special abilities, and the existen ce of people referred to as saviors throughout his tory. According to this text, there were also indivi duals among those called sorcerers, alchemists, mediums, tricksters, and demon users who posse ssed powers similar to those of Exorcists.

“Demon-Slayer Grade (Holy Dormitory Manuscr ipt)” [Book] One of the library's holdings in th e Rogue Revco Palace Library. It lists the nu mber of demon-slayers belonging to the Hol y Dormitory for each grade.

Fourth Type Administrative District [Place/Facility] One of the classifications defined by the Saint Dormitory for anti-demon strategy, indicating how much demon suppression has been achieved. From Type I to Type III, anti-demon officers are deployed as appropriate and safety is guaranteed, but the Fourth-Type District has no counter-demon measures. Frontier and remote islands total 10 districts that are placed under Fourth-Type administration without capable anti-demon defenders.

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Darle [Person] A navigator from Birsley. He was charged with smuggling the flame stones handled by the Helaviesa Management Association and became a demon out of revenge. He escapes by burning the harbor warehouse with Velvet, with whom his interests align, and later operates as a member of the Aifreed Pirates. He is rough but kind, easily befriending anyone, and his straightforwardness makes him particularly popular with children. Regardless of being human or demon, he and his group gather misfits as the "base of operations," serving as the go-to helper.

Davaar Forest [Place/Facility] A rocky forest located north of the Aldina Grassland. Toxic mists blow up here in various places, but eating the fruits that only grow in this forest grants antidotal effects enabling activity within the fog.

Tacosmi Pasta [Cuisine] Special pasta made from a squid-shaped demon dump octopus that crawled out of a pot fished up. Moana, a man-eater, will die if she does not eat demons, so Eisen usually makes it for her. Other dishes include octopus balls, octopus karaage, and Heleviesa-style boiled octopus carpaccio; though the mood is not necessarily, the presentation looks delicious. By the way, squid ink is only one-thirtieth as tasty as squid, and normally not suitable as an ingredient.

Chige Donburi Masquerade as Oyako-don [Cuisine] A well-known recipe in the South Gando region for using pengions as food. Pengion lays eggs in a large shell that resemble salmon roe with many orange beads inside. The roe has the texture of salmon roe and a rich taste akin to sea urchin. This egg is served on top of mochi meat and rice, making "Oyako-don masquerading as Chige Donburi." Some northerners without a food culture for pengions look at it critically, but it tastes very good.

Tabasa Baskavill [Person] Boss of the dark guild "Blackwing Butterfly." A calm elderly lady who behaves as the owner of the public bar "Bar Blood Butterfly" in front, but having passed through countless battles, she has a dignified and steadfast demeanor. She once knew the great pirate Aifreed and, earlier, the former head of the Langets family, and is said to have led an attack as a Bloodwing Butterfly member against the latter. While she sees Velvet's strength, she is concerned about the urge for revenge that drives her.

Journey's Gate [Legend/Relic] An ancient, mobile holy servant technique. Currently rarely seen within the Midgand Kingdom, but similar transfer techniques have been confirmed in the Shrine of the Saint or Caressland, suggesting that Merukior may have revived it as one of the ancient relics.

Unextinguished Uncle Teneb_ Uncle Eleonore's childhood

Tarishin [Place/Facility] The largest port town in the East Gando domain. The whole city is built along a steep coastline, and a ropeway connects the port's lower district with the elevated district on the road side, transporting various goods. Three years ago on the "Day of Descent," Avar was attacked by demons, and the Saint Dormitory prioritized protecting the populous Tarishin and allowed Avaar to be wiped out. Tarishin's residents understand this reasoning, yet Avaar's destruction remains a complex memory. Perhaps because it is a port town, it was once renamed to Nekoeshin due to a high cat population, and countless cats can be seen on the many stairs scattered around the city, which totals 436 steps.

地脈浸点【伝承・遺物】 地脈を形作る霊力の流れのうち、力が地脈の底に潜っていく場所のこと。 聖主の御座はこの地脈浸点の真上に建立されている。

地脈湧点 【伝承・遺物】 地脈にある霊力の流れのうち、奥底から力が噴き上がってくる場所で、キララウス火山の一角がこれにあたる。

鎮静化 【伝承・遺物】 カノヌシの力によって人々が自由意志を失い、聖寮が理想とする平

坦な理性のみの人間になること。 穢れの元となる業から解放されるが、ひたすら理を遵守するだけの存在となる。 カノヌシの領域の広がりとともに、 鎮静化も拡大する。

通行手形 【文化】 通行手形とは関所や門などを通過する際の許可を証明するもの。 血翅蝶ベルベットのために用意した通行手形がら には、その直前に一騒動を起こした「マギルゥ奇術団」としての名がそのまま用いられている。釣りは己と戦うもの 【その他】 釣りに挑むアイゼンの言葉。 心を無にし、あるいは獲物の心情を見極め、じっとアタリを待つ釣りとは、誰かと競うのではなく己と向き合い己と戦うという、まことに哲学的な行為である。

ディース 【喰魔】 ベイルド沼野の地脈点につなぎ止められていた、愛欲を質にした妖艶な喰魔。 オスカーを制止すべく独断でベルベットに接触、 同行したテレサがみずからの意志でこれと融合し、新たな喰魔となる。

ティンタジェル 【組織】 ストーンベリィ周辺にかつて存在していたという、ドラゴンを信仰する集団。その実態は現在もほとんど伝わっていないが、 彼らが重んじていた遺跡がストーンベリィ東方の地に遺されている。

テオドラ 【聖隷】 ザビーダの恋人であり、ともに暮らしていた聖隷。 孤児となった人間の子供を何人も引き取って面倒を見ていたが、心に傷を負った人間と深い関わりを持ったために穢れに触れ、 ドラゴンと化してしまった。 アルデティナ草原にいる白角のドラゴン シェンロンが彼女自身だが、もはやザビーダすら認識できず、ひたすらに人を襲う。

手鏡 【道具】 携帯型の鏡で、ふたつ折りのコンパクトミラーが一般的。 エレノアは、幼いころに自分を守って亡くなった母親の形見である手鏡を、肌身離さず持ち歩いている。

デスティニー・ドーン 【歴史】 聖主と聖隷たちが地上の繁栄を支えた神代の時代。 人間の認識では、およそ二千年前のこの「デスティニー・ドーン」期を皮切りに歴史が記録されているが、途中何度かカノヌシの鎮静化が発動しており、 実際には数万年前に相当する。

に、同じ村に住んでいたおじさん。釣りの手ほ

Along with the excitement, she entertained the children with witty talk. Some of her usual bits include “Hato poppo horo horo ha hi fu he ho,” “Colette is Collen,” and “The Elegant Chef’s Elegant Curry,” among others. She is the type who goes for laughs with sheer momentum, and as etched in her memory, she seems to be quite popular with kids. Dhulahan [Demon] A demon mounted on a headless horse—a headless knight. Born on Titania Prison Island after countless malevolent demons were locked in a cauldron state.

Teresa Linarés 【Character/Devourer】 The top knight of the Holy Dormitory and the leader of the Northland’s largest anti-demon corps, despite being a woman. Stationed at Heravisa, she is often regarded as coldly strict to the point of being called the “Demon Hunter of Ice and Snow.” Oscar, as the head knight and her half-brother, is the only one who sincerely admires her after their mother’s death, and Teresa guards him above all else, showing a compassionate smile only in front of him. That feeling becomes a fearless resolve to protect him even if she dies, and by merging with the demoness, she bears the essence of “Lust,” throwing her life on the line to aid her adoptive brother against Velvet and others. Teresa fans 【Fans】 Fans of the top knight Teresa. In the region where she is stationing, there is usually at least one such fan. They insist that Teresa’s strict, principled demeanor, which never loosens even when explaining reason to the people she must protect, is an irresistible charm, and they may be a bit too intense and a little scary... By the way, Teresa’s fans later switch allegiances to Eleanor’s.

“The Legacy Chronicle” [Book] A notebook that was kept on the bookshelf of Altorius in Abal Village. It is a handwritten account about ruins around the world, written before he visited Abal Village during a journey accompanied by Claudian.

Heavenly Realm 【Heritage / Relic】 A being equal to a god, the dwelling place of the Celestial Race. It is regarded as the true world that existed even before the corrupted earthly world came into being.

The Gate to the Heaven Realm (Place name / Facility) A gate that connects the earthly world and the heavenly realm. After some heavenly beings descended to the ground and became holy servitors, it has remained closed for tens of thousands of years.

Seraphim [Lore/Relics] The inhabitants of the heavens. This

ち One faction that advocated coexistence with humans on the surface and descended to the surface is the current Holy Servants. Among the Holy Servants, the being who led them as the Supreme God is called the Holy Lord, and the term Holy Servants means “those who prostrate themselves to the Holy Lord.”

Ten Number 【Title】 A rank among first-class exorcists. Among first-class exorcists, the member with the most outstanding abilities is called the Zero Number, and the Ten Number is positioned as the next tier after that. Eleanor falls into this category.

→Zero Number (→P487)

The Stairway to Heaven [Place/Facility] A mysterious space that appears in a corner of the Kiralausu Volcano. Beyond a scenery resembling an alternate world on the surface, a sequence of magnificent temples stretches forth, and "One who understands the workings of the world," Zuihu, watches over the gate to the celestial realm all by himself.

Mentor [Legacy/Relic] The Savior who dispels calamities and guides the people. In legends and ancient manuscripts, his appearance is frequently described. Since the day of the “Day of Opening,” when a large surge of demon-beasts appeared, Alttrius appeared to purge the misfortunes, becoming the embodiment of hope for the people. He is bestowed with the title of “Mentor” by the royal family and the Holy Academy.

Toji (Master Brewer) [Appellation] Toji refers to the chief responsible person among the kurabito (brewers) who brew Shinsui.

appellation, in other words, an expert of Shinsui. The elderly Toji, who has been involved in Shinsui brewing for many years in Stoneberry, the mecca of Shinsui, said, 'Fifty years, a dream of a single sleep, the glory of an era, a cup of Shinsui,' reciting its true essence. Special Wanted Criminal [Appellation] While there are quite a few individuals involved in crime and wanted, even the Aifreed Pirate Group, the pinnacle of pirates who are synonymous with villains, are only 'First-Class Wanted Criminals.' Therefore, Velvet, being a Special Wanted Criminal, is branded as a historically rare and heinous offender. Charge! Grim Reaper Guy [Appellation] The duo name of Magilou and Eizen during the Magilou's Menagerie performance. Despite their duo name being 'The Merry Duo,' the subsequent 'Grim Reaper Guy' creates an ominous gap... Incidentally, Eizen, ignoring Magilou, performed a routine incorporating the style of classical rakugo, looking cool and quite pleased with himself.

Finishing Blow Marlin [Appellation] A catch from Prince Percival's companion hawk, affectionately known as Hoghog, during a free-spirited hunt. If a giant marlin, estimated to weigh 350 kilograms, is proudly dropped from above, it could indeed be the 'finishing blow' for everything, just as its name suggests.

Donella [Character] A rather shady antique dealer who prefaces everything he says with 'Do.' However, his eye for appraisal is certainly 'do-accurate,' and he will hand over an ancient Avalostian document, which records the mysteries of Seraphim and dragons, for 'do-free.' Incidentally, Eizen's prized 'Fujibayashi Fishing Rod' was also acquired through him.

Saturday's Rabbit Day [Appellation] A day for appreciating rabbits and finding healing on the third Saturday of every month. It is a custom observed in the Ailagand Territory, and common knowledge among rabbit enthusiasts. Caution: Do not confuse it with 'Saturday's Boar-Rabbit Day,' where families gather to eat boar-rabbits.

House Dragonia [Organization] Oscar's birth family. Like the Midgand Royal Family, they are a prestigious noble family descended from the ancient founder, House Asgard, and their ties with the Midgand Royal Family remain extremely close to this day. Oscar, the second son of this house, joins the Abbey with the aim of strengthening his birth family's influence.

Dragon 【Lore/Relic】 A winged beast mentioned in legends, the outcome of a holy slave corrupted by taint. Once a holy slave becomes a dragon, they can never return to their original form, and therefore holy slaves fear exposure to human-made taint more than anything. A demon-hunter belonging to the Sacred Lodge willingly becomes the vessel of a holy slave and, by seizing their consciousness, reduces the risk of their own commanded holy slave turning into a dragon.

Triet Loach [Term] A loach commonly seen in Eleanor's hometown. Because even children can easily catch them, they often become prey, and it is said that Eleanor herself has caught 100 of them.

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Slug [Term] A general term for land-dwelling gastropods whose shells have degenerated. It is said that if you sprinkle salt on them, the water in their bodies drains due to osmosis, causing them to die, but this is a well-known story, but Laphicet mistakenly sprinkled sugar on them, which not only caused them to lose water but also attracted a large number of ants, creating a double torment for the slugs.

Teary-Eyed Exorcist [Phrase] Velvet's sarcastic remark about Eleanor. Eleanor, who suffered and cried caught between the discipline and reason upheld by the Abbey and the reality of the desolate village of Biasley, abandoned by the Abbey, was sarcastically called this by Velvet.

South Sea War [History] An invasion war that occurred approximately 200 years ago. It was waged between Southgand, which was an independent nation at the time, and Midgand, which sought to annex it. Despite Midgand's vastly superior military power, every time Southgand fell into a crisis, a great storm occurred, and as a result, the war continued for 10 years. In Southgand, the storms at that time were feared and called "Amenochi-sama's Wrath" and "Amenochi-sama's Divine Wind," and Midgand, respecting these voices of the residents, long tolerated the Amenochi faith.

Nico [Character] The daughter of the only shop in Abal Village and Velvet's inseparable best friend. She yearns for the city, plans to sell Celica's special quiche in Taliesin, and preaches about love to Velvet, who tends to prioritize her family and put herself last. She is a bright, cheerful, and proactive girl. She is also proactive in her own love life, devising various schemes to win over Lacchen, a young veterinary apprentice living in Taliesin. In the tragedy of the "Day of Advent," she, like other villagers, turned into a daemon, and was devoured by Velvet, losing her life. →Or and Toros (→P482)

West Laban Caverns [Place Name・Facility] An underground path extending from the west coast of the Westgand territory to the western underground of the Brunaark Continent. It leads to near the main gate of the Vortigern Gate-Opening Fortress.

"Diary of Diary Peeking" [Book] One of the noble books owned by A-rank Malak Bienfu-sama. The repeated tearful appeals that he read it back when he was troubled by his relationship with Magilou are all ruined, as the title itself suggests a breach of etiquette. Whether it belongs to Bienfu himself or is written by a third party, depending on the circumstances, it might not end well.....

Dual Kodachi [Culture] One of the sword arts passed down in the Rangetsu family. In contrast to "Single Oodachi," the "main technique" that involves fighting with one Oodachi, Gouran Kageuchi is intended as a "hidden technique" using two short swords, or "Dual Kodachi." Rokurou, who tries to defeat Shigure with this hidden technique, which exists as a training method for the main technique, is precisely why he continues to stick to Dual Kodachi. Dual Kodachi Kurogane [Term] A pair of two kodachi born from the alignment of interests between Rokurou, who wants to defeat Shigure, and Kurogane, who wants to surpass Gouran. They were made by cutting off Kurogane's head and reforging it.

Red Saint Water (Nectar) [Designation] A restorative medicine known for its dramatic effects. In exchange for its excellent efficacy, it has a strong habit-forming tendency, and the purification of the raw material red crystal ore emits toxic substances, so blending and administration are restricted to medical professionals. However, it circulates through the black market, fetches up to 20 times the official price, and causes severe intoxication concerns. The mastermind behind the illegal trade is the Archpriest Gideon of the Holy Temple.

Nee konin [Character] A mysterious being who is almost like a person, yet not quite; neither like a saintly slave nor anything else, defying easy categorization. They embody the cause-and-effect of the food chain with their own tail, living calmly and unshaken by worldly trends, which is why they are grouped under the category of "Nee konin". Because they led an excessively carefree life (or cat life), something resembling a soul has slipped out and has been sealed in Nee konin boxes around the world.

Nee konin Village [Place Name/Facility] A hidden village where Nee konin live, appearing as a high-class resort that is basically a no-visit zone for outsiders. If you help Nee konin scattered around the world, you will be invited in gratitude. The unique atmosphere has a sense of a food chain flowing with the river, unlike Normin Island. There is also an adult social venue called “Nyabakura”, and even the White Kamenin who fell into the dark side, renamed “Dark Kamenin”, disappears beyond moody stage backdrops...

Neb=Hi=Ejamm [Real Name] The true name given by Altrius to the Kanushi. It means “Wings for ideals.” Altrius, having learned from master Klodyn, often uses birds as a metaphor for mission and justice, and from the Kanushi’s true name one can see that he entrusted to the Kanushi the future of the world as he envisioned it. Nogu Swamp [Place Name/Facility] A swampy area at the outskirts of Renid’s village. The region forms a complex network of waterways, a treasure trove of aquatic organisms and aquatic plants.

Noosgand [Place Name/Facility] Located to the north of the Midgand Kingdom’s territory. The Flame Stone produced by Kiralaus Volcano is a valuable resource sustaining life across the kingdom and revolutionized its military industry. In recent years, climate fluctuations have rapidly cooled the region, and the plains are now snowbound.

Nor-sama Doll [Designation] A doll distributed long ago at the Saint Temple of the Four Holy Lords, representing each saint as a Norumin. A common legend says collecting all four brings happiness. Eisen, who worried that his death-dealing curse would affect his sister, decided to collect them as a gift for his sister. However, that very action would invite new calamities... By the way, the colors are: Strawberry Uiro, red; Blue Hawaii Monaka, blue; Matcha Frappé, green; Squid Ink Daifuku, black. Compared to the Amem not dolls modeled on the Grimoire, these are overall gentler in tone.

Norumin Archipelago Sea [Other Continent] An offshore sea area even further north of Northgand, said to be Norumin’s homeland. It bears traces of an ancient Saint Slaves civilization, and there was a time when it was the world’s capital.

Norumin Tribe [Designation] A type of Saint Slave. Not as proficient at wielding natural spiritual power as others, but excels at drawing out and strengthening the power of others. Also so called “Ponrei” (Common Spirit). However, that name is often associated with “common” and they despise the negative stereotype, so they strive to express individuality. Incidentally, the same “Norumin” can be divided into the “gentle canine-type Norumin” that possesses people and the “tired cat-type Norumin” that possesses objects, and the two factions maintain a loose rivalry that is difficult to describe, as if washing sugar water with salt water.

A mysterious island said to continuously spread, absorbing all forms of life and power, commonly called “the Island of Fear.” In truth, it is a paradise where gentle Norumin live leisurely, a place that exudes the elegance of an ancient capital and is thus called the “Island of Kyofu.” The ground is like green tea sponge, there are Eight-Bridge Drum Bridges, everywhere are mochi-stones, and the garden is adorned with squeeze-cream hedges. Being lulled by such tranquility, one’s will to return to reality is drained, giving rise to such legends...

Norumin Harassment [Term] Harassment is troublesome acts that annoy or trouble others. Therefore, Norumin Harassment means harassing Norumin. Investigating what lies under Bienfu’s hat is worth doing. Abbreviated as Norhara.

Norumin Brave [Character] The real name of Bienfu. In addition to the common nickname, the Norumin tribe has a real name called “Norumin ○○,” which indicates their abilities. Bienfu’s “Brave” means “courage,” though the person himself does not think it suits him well.

Noroikakeru [Term] One of the witch’s potions created with the same nuance as the “Dashi.” Not just a joke, truly want you to make it!?

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Bar Blood Butterfly [Place / Facility] The doorway of the Blood Winged Butterfly in the Rogress tavern. On the surface, a superb restaurant serving extremely delicious Mapo curry, with tasteful hospitality and high-quality ambiance; it is a high-end establishment, yet many regulars are ordinary people.

Persival il Mid Asgard [Character] First prince of the Midgand Kingdom. In addition to governing the kingdom in place of his retired father, he supports the Saint Dormitory entrusted with full authority during emergencies, a mission shouldered alongside the mentor Altorius. From a young age he dedicated himself to study and public duties, earning the people’s respect for his intelligence and earnestness. He has two younger princes who are not fit to handle national affairs, thus placing him in more responsible positions. After a temporary escape with Velvet and others, he returned to governance and opposed Altorius’s ideas. His activities are strongly supported from the people’s perspective. His lifelong hobby is hawk hunting, the only freedom he has ever allowed. Through various ups and downs, he becomes good drinking companions with Tabasa, the leader of the Blood Butterfly. Bird [Character] A red-haired boy living in Tarishin as a foster child of Ben from the Spring Breeze House. He deeply admires the wild slave Zabidi he owes a debt to and hopes one day to travel together.

→ Haru-kaze no ie Ben (→P490)

Companion God [Lore / Relic] A deity-slave who contracted directly with a Saint Emperor or a powerful Saint-slave; the master of the Saint-slave is referred to as the main deity. The Saint-slave formed a contract of companion gods with Kanonushi, which greatly enhanced their inherent abilities beyond the norm.

Highland Kingdom [Title] Eastgand Province The drowned lake Puurnaha of the ancient country’s capital. In the Age of Asgard, Eastgand was the world's center, and its capital flourished greatly. From its glory and its collapse, various legends tell of being touched by the dragon's wrath and sinking to the lake's bottom overnight, or that a surviving prince restored the country with the help of the lake’s maiden. On the shores of Puurnah Lake, remnants of ruins can still be seen.

The airborne temple appeared directly above. Formed by Canopus pushed up from the geological veins, it hovers far above the Holy Seat, overlooking the world. Hadrolou Marsh Cave [Place/Facility] A hidden dwelling of the demon Daiiru, north of Biastre, where a cave lies. Deep inside, an oil-like substance springs from underground, forming an underground river. Bananauts [Name] A fruit cultivated in Izult. Eaten fresh, it is soft and sweet with a lush mouthfeel. When dried, it becomes crispy like peanuts, making it ideal as a preserved food.

Hayahino [Saint] One of the four great saints, a being who governs wind. It is not yet clear where the center of worship for this figure is located.

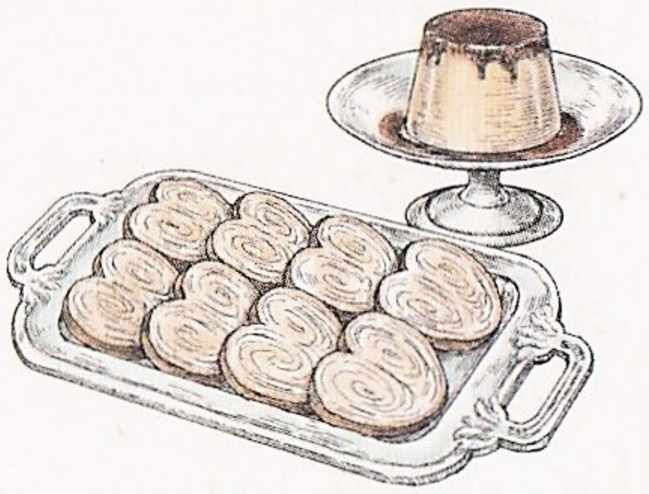
Paramides [Place/Facility] Water Saint Amenoch is enshrined in a water temple. Located in the Southgand territory. → Saint Temple Paramides (→P486)

Haria [Place/Facility] A small village in the Southgand territory. The worship of Amenoch is strong here, and even today ceremonies led by priestesses are held.

House of Spring Breeze Ben [Person] A cook living in Tyliesin; his wife is Sarifu. He suffered daily grief after his demon child was abducted, but Zabidi and Teodora forcibly brought him and his wife into contact with orphans, providing a chance to form a new family. For their family, Zabidi and the others are both kidnappers and benefactors. The names of the adopted children are Avel, Bird, and Fuu.

Bartal [Person] The troupe leader of the Magilu Circus, a former great dancer based in Rogres. Looking toward old age, he raises a young successor Lulu as his ward, training her in all techniques. He is so obsessed with making Lulu an excellent dancer that there are many moments of emotional distance between them.

Parmie [Cuisine] A type of pie with a heart-shaped cross-section. The human confection that Eisen first gave to his sister Edna; after repeatedly making it for her, he finally perfected a storefront-worthy appearance and taste. As the proverb goes, “Pie three years, Parmie eight years,” Eisen’s love for Edna itself.



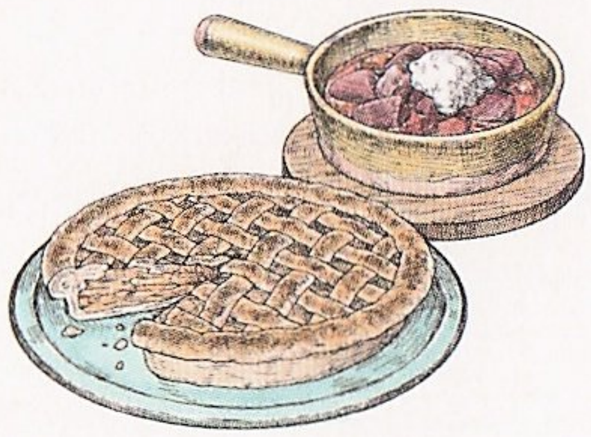
Parengi [Name] A fruit grown in Izult. Its sweet-sour, juicy flesh is perfect for refreshing fatigue on hot days. It also glows in the dark, hence the alternate name Candle Fruit.

Beneertia the Ship [Name] A large vessel owned by pirate Pan-Aifreed. It is the only remaining ship capable of reaching distant continents outside the Holy Lodge, aside from vessels owned by the圣寮. It was originally built twelve years ago as a Midgand Kingdom-registered vessel, an offshore reconnaissance ship. However, during its maiden voyage, a series of unexplained major accidents occurred, killing the captain, the acting captain, and the acting captain’s aide. It was decommissioned and later hijacked by Aifrid. The misfortunes that befell the ship were tied to Eisen using Beneertia itself as a vessel, and this became the catalyst for their fateful meeting and the subsequent tumultuous events.

We will go through adventures. By the way, Banerrtia is a word from a different continent meaning “wealth.” The Banvarbali ship [designation] is the alias of the Banertia vessel. If the feared Eyfriede pirate gang’s ship is spotted entering a peaceful port, it will instantly cause a commotion, so publicly they call it the harmless-looking trading ship Banvarbari.

Beazley [Place Name/Facility] A cold village near Helavisa where those ostracized from society or those who couldn't adapt to the Abbey's management naturally gathered. It is a poor village whose main source of income is the flame stones produced by the Kiralaus Volcano to the north. In recent years, due to the Helavisa Chamber of Commerce and Industry monopolizing the flame stone trade route, their livelihoods are becoming increasingly difficult. It is also the hometown of Dyle, who is accused of illegally diverting flame stones.

Peach Pie [Term] A pie generously made with peach fruit, known as a standard dessert not only throughout the Midgand Kingdom but also on other continents. It is a recommended dish at Bar Bloodbutterfly. It also makes an excellent dessert to enjoy after Sweet Borscht (Callegia style).



Bienfu [Malak] A Normin Malak whose trademark is his hat. Originally a Malak contracted with Magilou, he fled after being unable to endure repeated unfair treatment. Afterwards, he enjoyed a honeymoon period as the familiar Malak of First-Class Exorcist Eleanor, but was eventually found by Magilou and is once again living a life full of hardship. Among the Normin tribe, whose abilities are not particularly high, he boasts A-rank strength. In a sense, he is a well-matched partner with his original master, Magilou, and his words and actions are just as inscrutable as hers. He was implanted with a forced spell to become a spy for Chief Exorcist Melchior, and he continuously leaked Velvet's movements to the Abbey. He is 150 years old this year. The true name given to him by Magilou is "Fucy=Cass," meaning "cute hat ♡". →Normin Brave (→P490) Bienfu's Masters [Term] The duo name for Magilou and Eleanor in their manzai (comedy routine), one of Magilou's Magic Troupe's acts. The banter between the old and new masters—one utterly irresponsible in everything, the other completely serious—is a "dangerous duo" whose punchline is utterly unpredictable.

Bienfu's Assessment [Words] Bienfu's assessment comparing his former master, Eleanor, and the group's ringleader, Velvet. He emphatically argues, using rather obscure examples, that Eleanor, whom Bienfu adores like a goddess, and Velvet, who struggles for revenge, are too contrasting to even be compared. He says, "If Lady Eleanor is a white lily, Velvet is a jet-black rose. If Lady Eleanor is a pegasus soaring through the sky, Velvet is a wolf of the dark night. If Lady Eleanor is carbonara, Velvet is beach seaweed, squid ink, hijiki udon."

First Love Normin [Malak] Bienfu's

The Normin who was his first love, Sto- of Eastgand...

that child living in Nberry. Bienfu, who came to visit the same villag e, looked forward to their reunion, but contracted with Magilou... after contracting, she fell in love with a handsome Norm in and left the village, a devilish piece of information fro m Magilou that brought him to tears..... East Laban Cave [Place Name/Facility] An underground passage extendin g beneath the eastern part of the Burnark continent, wi th an entrance near Loiraigne. The search party for the missing great noble, Count Caspar lig, was annihilated. "Sur prising Normin New Records" Official Book [Book] An of ficial book familiar to the Normin tribe, introducing vari ous records. It is said to be full of surprising records fro m Grimoire, the living dictionary of the tribe.

Crimson Night [Lore・Artifact]: A red lunar eclipse that occurs in a sp ecial cycle. When the full moon is in a special position, the earth a nd moon attract each other, and the power of the ley lines overfl ows into the sky, appearing dyed red. The great surge of power c irculating the earth is said to awaken the darkness hidden in peo ple's hearts, and thus is also called a testament to human sin. Th e abnormal force field generated at this time fulfills the spiritual power conditions to connect with the Lord, and thus it has been passed down that "the gate between this world and the other wo rld opens." Recent Crimson Nights include the "Day of Opening" 10 years ago, when Velvet's sister Celica was sacrificed, and the " Day of Advent" 3 years ago, when her brother Laphicet was sacrifice d. Fandaria [Appellation]: A conifer that grows in snowy regions. Incense wood made from this tree is permitted for use only by m embers of the Asgard royal family.

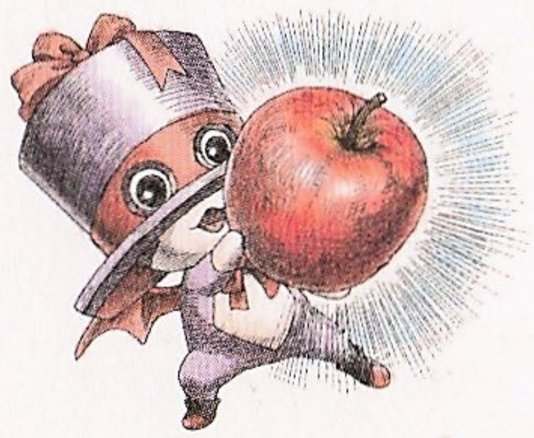
Figal Snowfield [Place Name・Facility]: A vast snowfield spreading across the North gand territory. In recent years, drastic climate changes have increased the col d, and snow damage occurs frequently.

Fitch Witch Fitch [Word]: A magical incantatio n used by Magilou. According to her, it's in dispensable for fortune-telling to see one' s luck and future, but given her "whatever " attitude about everything, it probably m eans nothing more than just a whim.

Philcou=Zadeya [True Name]: Zaveid's true name. It means "Zaveid of the Promise." Zaveid, who acce pted the death of his lover Theodora and the fate of a Seraphim turning into a dragon, revealed his true name to Eizen, with whom he acknowledged each other during their interactions, and as the n ame suggests, made a promise for the coming time. Fuu [Character]: A girl adopted by Ben of the Spri ng Breeze House. She loves and deeply admires t he kind, caring, and charming Seraphim Theodor a. →Ben of the Spring Breeze House (→P490)

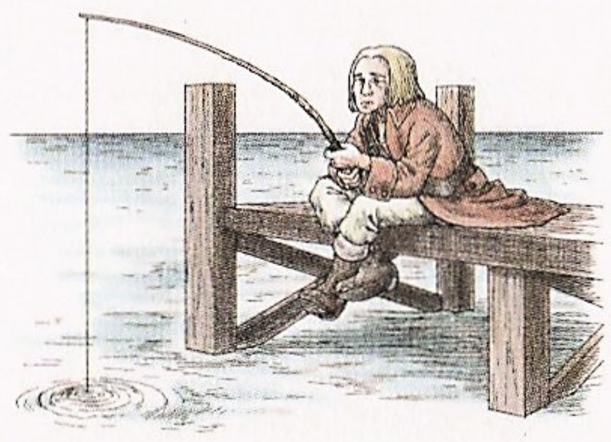
Phoenix [Seraphim]: A self-proclaimed strongest male Seraph im in the Normin world, famous even there for his excessi ve hot-bloodedness. Pitying the lovely girl Edna, who cont inues to wait for her brother's return, he went to great len gths for her, despite having no prior acquaintance, and ev entually challenged her brother Eizen to a duel. His divine protection, as his true name "Normin Phoenix" suggests, is "Immortal Bird," which is the exact opposite nature of E izen's "Reaper." Knowing this, Eizen entrusted him with th e mission to secretly watch over his sister.

Fortune Apple [Appellation]: A rare apple said to bring good luck. Apples symbolize cour age and hope for Velvet's family, and Velve t entrusts the Fortune Apple she received f rom Benwick to Laphicet.



Fordis Ruins [Place Name/Facility] In ancient times. In the ruins that were built, the royal government uses it as a checkpoint f or transporting ore mined from Mount Kiralaus. It also serves as a detenti on center managed by the Abbey, where Medissa, a woman who lost her daughter and became a daemon, is imprisoned.

Busajiru [Cuisine]: One of the major dishes in Aball Villag e. It is believed to be a soup dish made from Boosagi, but its true nature is unknown as it is omitted as if s elf-evident. Fujibayashi's Fishing Rod [Appellation]: A sin gle fishing rod, nine shaku and three sun long, purch ased by Eizen, who is particular about antiques, from the antique dealer Donnel. The material is 5-year-old Iga-guri bamboo, with a 4:6 taper that flexes like a liv ing creature, and a grip winding that feels like an ext ension of the arm. Furthermore, it boasts an elegant finish of roiro lacquer, making it an impeccable mast erpiece rod. Even the preposterous idea of targeting daemons at the bottom of the sea seemed possible with this Fujibayashi rod, but perhaps Eizen's curse w as at work, as he ended up continuously catching att achments and then pulling up a malevolence along with an octopus pot, ruining the rod's reputation.



Butazaru [Appellation]: A common name for the small an imal tribe known as Chigles, said to live somewhere o n a different continent. Chigles are known for being v ery friendly to humans, obedient, and highly intellige nt, and are considered sacred beasts in some cultural spheres. Magilou claims that Bienfu's true name origi nates from "Butazaru," but real Chigles are not "grace ful" or "disheartened" like the Normin tribe, but rather ".. ....cute♡." Grape Mille-feuille [Cuisine]: Zaveid's lover Theodora's favorite food. She was not only fond of ea ting it but also skilled at making it, and influenced by her, Zaveid also grew to particularly love this dessert.

→Theodora (→P488)

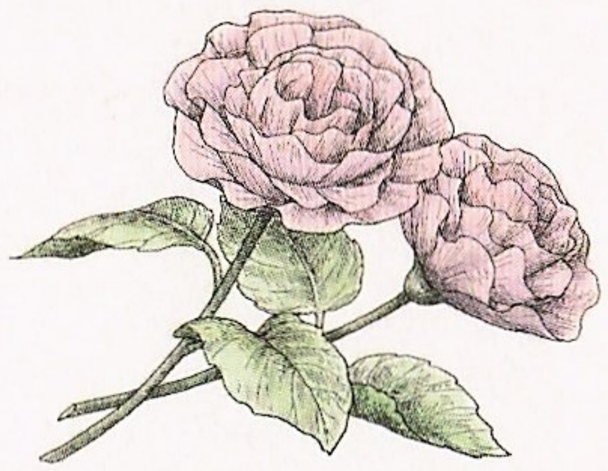
Dishonorable Defamation [Term] "Defamation" is an act that harms another person's honor, i.e., their character, reputation, or moral conduct. Therefor e, "Dishonorable Defamation" seems to refer to p raising or honoring someone. Calling Magilou, w ho claims to be a great sorceress, "cute" is a perf ect example of Dishonorable Defamation.

Fushy-Cas [True Name] Bienfu's true name. I nitially, Magilou explained its meaning as "pig-monkey," but it is actually "Cute Hat ♡." The reason for giving her such an unc haracteristically cute true name is that Bie nfu supported her during the sad period when she was abandoned by Melchior.

Brigitte Valley [Place Name/Facility] A large valley sp reading across the southern part of the Ailugand territory. Tectonic movements over a long period created deep, incised valleys. Due to its ruggedne ss, few people venture in, but it is said that bandi ts targeting travelers appear there, and also that "sword hunters" targeting those bandits appear.

Brunhild [Malak] A Great Malak from the sem i-mythical era who traveled the world with Siegfried, the first Empyrean, and Miyabi o f the Normin tribe. The Sorcerer's Ring: Br unhild was named by Melchior after this le gendary figure.

Princessia [Appellation] Seen widely throughout the kingdom A lovely flower. It also grows wild on the cape of Aball Vill age and was loved by Celica during her lifetime. Although A ball Village was destroyed and there was no one left to mou rn Celica and the others, Artorius continues to offer this flo wer at her grave. Its flower meanings are "irreplaceable trea sure" and "may you be healthy for many years to come."



Brunark Geyser [Appellation] A giant geyser counted among the Seven Wonders of the World. Seawater heated under ground erupts at regular intervals. The sight of countless rainbows created by the salt from dissolved minerals refl ecting light is spectacular. Furthermore, the ejected mate rials have accumulated over tens of thousands of years, f orming unique rock formations. Incidentally, boiled octop us and crabs are sometimes ejected along with the geyse r, adding culinary enjoyment to the sightseeing experience.

Brunark Plateau [Place Name/Facility] A plateau extendin g from the central to the northern part of the Westgand t erritory. It is gradually moving north due to tectonic shift s, approaching the Northgand territory.

Brunaha Lake [Place Name/Facility] A lake where the ruins of the ancient kingdom, the Highland Holy Kingdom, lie submerged. Among the young people of Taliesin, who a re concerned about the calamities brought by the Lord of Calamity, a dream, half-joke and half-serious, is being discussed: to use these kingdom ruins to build a new ci ty and, while they're at it, find a wife to be their lifelong partner. Incidentally, the concept of the city plan, tied to successful marriage hunting, is "to be liked by ladies."

→Highland Holy Kingdom (→P490)

Purunaha Lakeside Cliff Road [Place Name/Facility] A forest road along Purunaha Lake, located in the center of the Eastgand t erritory. It connects Taliesin, Eastgand's largest port city, wit h Aball Village, which lies beyond Morgana Forest.

"Bath Time Yakyuuken ~Towels and Walls of the Hear t, Home Run~" [Book] One of the esteemed volum es owned by A-rank Malak Bienfu-sama. Yakyuuke n was originally a game of rock-paper-scissors acc ompanied by singing and dancing, but at some poi nt, it transformed into a suggestive game where th e loser removes an article of clothing. Given the m entions of "bath time" and "towels," it's likely that t he Yakyuuken depicted in this book also refers to t hat suggestive version. By no means can it be reco mmended for a healthy young Laphicet.

Veiled Marsh [Place Name/Facility] A swamp that occup ies most of the remote Endgand territory, at the far reaches of the Midgand Kingdom. It is one of the pl aces where geomantic points are concentrated. In t he distant past, a kingdom once flourished here, lea ving behind architectural remnants half-buried in th e swamp. The Abbey deploys Oscar and the Daemo n Dees here to await Velvet's group, for their exterm ination and as an experiment with Divine Artes.

Old Kingdom of Veiled Marsh [Lore/Artifact] An ancient kingdom that flourished in the Endgand territory. Within the current Midgand Kingdom, several royal families have risen and fallen in the past, including t he Highland Holy Kingdom in the Eastgand region. Similarly, there was a period when a kingdom pros pered in the Veiled Marsh. One theory suggests it p redates even the Highland Holy Kingdom.

Helavisa [Place Name/Facility] The largest port city in the Northgand territory. In addition to its long-standing primary industry of fishing, it has recently become vibrant, profiting from the trade of Flame Stones. Based on the country's and the Abbey's policy of prioritizing urban areas over frontiers, a unit led by First-Class Exorcist Teresa, known as the "Exorcist of Ice and Snow," is permanently stationed there to ensure the safety and public order of its citizens.

Helavisa Children's Snowball Fight [Culture] A merciless battle unfolding in the streets of Helavisa. Do not underestimate it as merely a heartwarming children's snowball fight; the battlefield operates under the strategy of "Befriend a distant enemy to attack a nearby one," one of the Thirty-Six Stratagems. Currently, 1-chome and 3-chome have teamed up to subdue 2-chome. The girl from 4-chome who orchestrated this plans to face the survivor. This is truly a case of "the fisherman's gain" and "two tigers fighting, one gets eaten."

Beryl Benito [Person] A genius painter renowned across the Other Sea. Eizen, who has a keen eye for art, was captivated and secretly borrowed 100 Gald from his sister Edna's savings to help fund the purchase. Although the painting turned out to be a forgery, he reportedly enjoys it, believing it's still a good painting.

Velvet Crowe [Person/Therion] A girl who lived in Abal Village with her elder sister Celica, younger brother Laphicet, and sister's husband Artorius. Having lost her parents, she cherished her family bonds with her siblings, while also learning sword techniques from her brother-in-law Artorius, establishing a recognized master-disciple relationship. However, she was separated from Laphicet by death on the "Day of Advent" three years ago. She swore revenge on Artorius, who sacrificed her family in a ritual. Through the ritual, she became a Therion who devours Malevolence, and was subsequently imprisoned in a solitary cell in Titania for three years. Artorius relentlessly pursues her, his sister-in-law, because he seeks the emotions of "hatred" and "despair" as a catalyst for Kanonushi's complete revival. However, as she learns of the feelings of Malak Seres, Celica's reincarnation, and Laphicet, Celica's child's reincarnation, she finds her own path. As the "Lord of Calamity," the embodiment of evil, she challenges the Abbey organization, Artorius, and Sacred Lord Kanonushi, the reincarnation of her own brother. While her cold, revenge-driven side is prominent, her life in Abal Village made her adept at all household chores, boasting a feminine charm that rivals any woman. On the other hand, she is unaccustomed to men and dislikes crowds, and her disastrous naming sense is also noteworthy. Benwick [Person] An apprentice sailor of the Aifread Pirates and First Mate Eizen's de facto assistant. He plays a significant role as an intermediary among comrades and, with Velvet's cooperation, also takes charge of exploring the Other Sea. He keeps a Pseud-Sylph chick in his hat, and since hatching its egg, he has served as a surrogate parent for generations of Pseud-Sylphs. Pengyon [Appellation] A unique fish-bird species found in the Izult region of Southgand territory. It is characterized by a penguin-like appearance with the tail fin of a fish, and its mother river

Known for its regressive nature as well. It has tender flesh and is eaten across the South Gunde region, but because of its adorable appearance, it is sometimes criticized in regions with different dietary cultures, along with the northern moon rabbits. By the way, it is a monogamous, affectionate creature that spends its life with a designated partner.

Penjong Tomato Stew 【Cuisine】 One of Eleanor's specialties. The plump texture of the meat pairs well with the acidity of tomatoes. It is a taste memory her late mother often cooked for her.

Pendulum 【Designation】 A weapon handled by Zabida. Pendulum refers to a pendulum, and, as the name implies, the weight attached to a long cord is guided to confuse the enemy. When Ayfreea disappeared, a pendulum was left at the scene, so Eisen initially suspected that a pendulum user was the kidnapper and viewed Zabida as an enemy.

Gluttonous Table Coral 【Designation】 Coral that erodes rocks and can sometimes dissolve humans, hence considered dangerous. The Manaan Reef is a site that was originally underground cave, created by erosion from gluttonous table coral. Spinach De-bone 【Other】 Spinach with strong bitter flavor is disliked by many; Velvet's younger brother Laefi set often begged for spinach-free dishes. Incidentally, Eleanor also dislikes spinach, but in her case the memory is tied to the ritual of surviving soldiers being fed Saretohma during a novice demon-slaying rite.

Hoghog 【Designation】 The hawk nickname for Prince Parsival's partner. It blends the word for hawk "Hawk" with the legendary creature "Griffin" that resembles a hawk, a name given by Moana. In the form of a hawk, the nickname itself embodies the prince's longing for freedom, making it an object of admiration for him.

Popokairo 【Other】 A secret cold-weather device discreetly carried by Magill who hates cold more than anything. Wrapped all over the body, the Popokairo sticks thinly yet keeps warmth! Velvet, who has lost the sense of taste and coldness alongside her senses, is eager to have it, and exchanges a carrier pigeon for it to obtain.

White Tortoise Man 【Character】 A tortoise merchant who travels across the Midgand Kingdom. In addition to buying and selling weapons and items, he finds famous and rare goods from various places and brings them to Izen with letters to deliver to his family, adopting a merchant-style approach. However, his amiable and conscientious tortoise traits backfire, leading to Velvet and others' high-handed and unfair demands, reportedly leaving his business in the red...

→ Dark Tortoise Man (→P487)

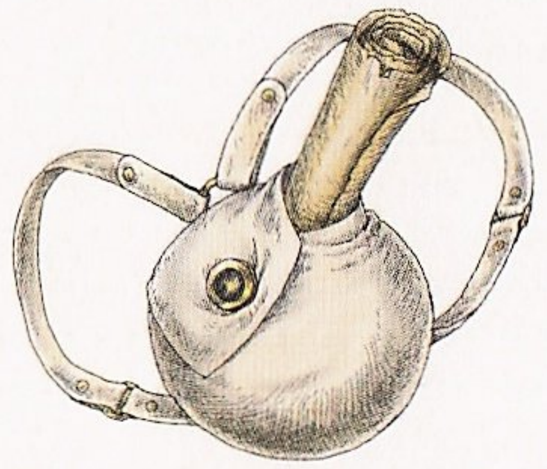
Bonrei (Bonrei) 【Designation】 A common name for the Norumin tribe. They are known for drawing out power from others, hence this label. Since the term evokes an image of plainness, the Norumin themselves dislike this nickname and strive to stand out with individuality. → Norumin Tribe (→P489)

Ma-gyo

Mana Nan Seabed {Geographic Name / Facility} A rocky shore formed by the erosion of an underground cave, leading to the deep south of the Southland; the landscape blends sea, rocks, and colorful corals in a unique scene. Marcus Pirates 【Organization】 One of the Four Great Pirate Crews alongside the Aifredo Pirates. They once clashed with the Midgand Kingdom Navy and earned a fearsome reputation. Even after being captured and their remnants wiped out, their legends live on among seafarers.

Mabo Curry [Dish] A dish where Mapo Tofu and curry rice create a dreamlike harmony. It is particularly popular even at Bar Bloodbutterfly, which is known for its taste. Also well-known as a home-cooked meal, it is widely eaten not only in the Kingdom of Midgand but also on other continents. Laphicet, who ate it for the first time, praised it, saying, "It's fragrant, sometimes spicy, fluffy, and makes you happy when you eat it," and it became one of his favorite foods.

Mauritz Weave [Culture] The material of the bag Laphicet carries. It is a woven animal fiber taken from a spider called Dandarachula, characterized by a subtle, dignified luster and a smooth texture like a baby's skin. It is also light and highly elastic, with excellent breathability, durability, and shock absorption, suggesting that the Abbey (Seiryo) invests heavily in the Malakhim (Seirei). It's perfect for storing his treasures, such as world maps and compasses.



Maoteras [True Name] The true name Eleanor gave to Laphicet. It is the ancient language equivalent of "Laphicet," meaning "one who lives."

Maoteras [Lore/Artifact] After the loss of the Pacifying Lord Kanonushi, a new "Fifth Lord" appears to maintain the balance of the chaotic world and watch over it. Through the "Silver Flame" that purifies malevolence, it grants "possibility," giving many people who have turned into Daemons (Gouma) a chance to return to their original forms.

Magilou & Bell [Appellation] The duo name for Magilou and Velvet within Magilou's Menagerie. As the name "Manzai Duo" directly implies, they aimed to make a name for themselves with their manzai comedy act. However, it was too much for the unsociable country bumpkin Velvet, resulting in an unprecedented performance where everything except the opening and punchline was delivered in whispers, leading to a disastrous outcome. Magiranica [Person] A girl who handled Shikigami, known as the "Little Witch." Born with strong spiritual sensitivity, she could see and hear the Malakhim (Seirei), but her relatives, finding it eerie, abandoned her. She was then picked up by a troupe of traveling performers and made into a spectacle. Despite her excellent reputation, she was scorned as "Magiranica with no place to belong" and subjected to severe abuse. When the troupe's wagon was involved in an accident, she was the sole survivor but disappeared without a trace. This girl later became Magilou. The incident at the time was orchestrated by Melchior, who recognized her talent and tried to acquire her by making it look like an accident.

Her sensational talent and the tragic incident are still occasionally spoken of by people even decades later. Magiranica Lou Mayvin [Person] Magilou's real name. She was an orphaned girl called "Little Witch" Magiranica, but she was taken in by Melchior in her childhood, adopted, and given a surname. Melchior, who had long held the position of Special Exorcist, desired a successor, and Magilou was subjected to rigorous training, growing into a Special Exorcist. However, 10 years ago, she failed a soul-corroding trial given by Melchior and was excommunicated. She wandered with a broken heart and was eventually taken in by Grimoire. The position of the 4th Special Exorcist in history, which was given to her, remains vacant to this day. →Magilou (→P493)

Magilou [Person] A mysterious woman imprisoned on Titania, the prison island, who claims to be a great sorceress. She uses the pseudonym "Majigigika Mirudindodinnorurun Du" and, true to her catchphrase "Who cares?", accompanies Velvet on her journey of revenge with a playful and mischievous attitude. She is an enigmatic character who speaks of everything jokingly, never shows her true feelings, and even incites confusion. However, she occasionally makes remarks that seem to see through the Abbey's (Seiryo's) intentions and throws merciless words at the indiscriminate Velvet. Her first-person pronoun, befitting a witch, is "washi" (儂). →Magiranica Lou Mayvin (→P493)

Magilou's Menagerie [Organization] A fake identity that Magilou hastily concocted to deceive the guards when Velvet and her companions tried to enter the city of Logres without travel permits. Although suspicion arose, Magilou's quick thinking resolved the situation. However, thanks to this commotion, the name took on a life of its own, and Magilou later genuinely tried to promote "Magilou's Menagerie" in opposition to the performing troupe "Magilou Troupe." Their motto is "Black, Cheap, Bad."

Magillu's Five-Book Library [Books] A collective term for the five books that Magillu hangs from his waist. The two on the right are unclear whether they're attached: a "household ledger" and a "Magic Encyclopedia" used as blotting paper. The one on the left is a "Heavy Book" for pressing flowers, which is actually a collection of Vienfu's poetry. Then there is the "Too-Exciting Picture Book" that is also very useful for defense against enemy attacks. Most notable on the front is a "Baumkuchen," and the batter-stacked dough bears imprints of wisdom for survival, a tantalizing gourmet book that is said to be beneficial to eat. It's not clear how much of this is true, but there's no doubt that the luxurious, locked binding was popular in the ancient Mermaid King Dynasty, which greatly excites Leifset, a scholar with deep curiosity. Re-contracting Magillu [Culture] After spending time under the Grimmoire, Magillu, who once contracted with Vienfu, later captured the escaped Vienfu and performed a re-contract, explicitly noting that it was a re-contract and reciting the master-servant contract. The following is the full recitation. "O clan born in the seventh grove, now, once again I exchange vows and my tormented supplications, let them become a single droplet of ultimate chaos. Remember, the 'true name' I grant you! 'Fushi=Kasu'!"

Magiroo & Rokurou [Title] A duo of manga comedians formed by Magilou and Roklow to promote the Magilou Thaumaturgy Troupe. Though advertised as a "dangerous duo," the exchanges between the two who have no attachment to their own lives are borderline as material for their routine.

Maginpuai [Term] The magical incantation words of Magilou, or a spell of good luck cast on oneself. It does not perform miracles like a witch's miracles; basically it makes things that are trivial become trivial. More details follow.

Moreover, Jude, a wanderer from another world, uses this to restore his human form from Pengyeong with the power of "the one who delivers judgment to the world." Sincere and earnest, when he shouts "Maginpuai!" it is, in a sense, essential listening. Makirurun Beach [Place/Facility] A beach near Izult. A beautiful sandy shore surrounded by a shallow sea and coral reefs, formerly a honeymoon hotspot and also known as a breeding ground for Pengyeong.

Witch Harassment [Term] Harassment refers to harassment. Together with "Noruhara," Magilou & Bienfu form a duo that accuses witches of harassment, abbreviated as Witch Harassment, but they are often not taken seriously due to their lack of seriousness.

Majiruu-za [Organization] A traveling troupe based in Rogress, consisting of the former great dancer Barta and the young successor Lulu who calls herself Majiru. Named as Majiru-tto from "the best of Magi Lulu-chan." Eleanor is a huge fan of Majiruu, and she agreed to appear in the Magilou Thaumaturgy Troupe's "Lords of Bienfu" performance largely because she hoped to meet Majiruu.

True Name [Lore/Relic] An ancient-language name held by Saint Slaves. Used when making a contract with humans, the contractee is given a name representing the saint's quality. Normally, the true name is not disclosed to anyone else, and telling it is a sign of life-or-death trust among same sex, or a confession of love among opposite sex.

Mahana [Character] The priestess of Haria Village. As the hereditary priestess lineage, she has protected the faith in Amenoto for centuries and has conveyed oracles to the villagers. Her daughter Moana was eaten by a fiend, and she herself becomes a demon and sacrifices her body to save the starving Moana, sacrificing her life.

Marongurasu (Mont d'Or) [Cuisine] A high-class confection made by candied chestnuts. When Magilou was imprisoned in Titania, someone secretly sent her marons-glace, but the guards unfortunately ate them. According to Zabida, it is said to be the ultimate flirting item combining romance and chestnuts. Midgand [Place/Facility] The central continental region where Rogress, the capital of the Midgand Holy Guiding Kingdom, is located. Before the unified state was formed, it was a border region known as the "Waste Land."

Midgand Kingdom [State] About 300 years ago, a unified state was established when King Claudius Asgard conquered multiple territories. In addition to the central Midgand region, it included the Northern Northgand, Western Westgand, Southern Southgand, island territories Irogand, Eastern Eastgand, and the frontier Endgand. Later the royal family split into branches, giving rise to Midgand, Highland, Roglin, Dragons, etc., leading to a fragmented state. About 100 years ago, the direct Midgand line reunified the realm, forming the current Midgand Holy Guiding Kingdom.

Midgand Rare Insect Encyclopedia [Book] A highly credible reference book cataloging Midgand Kingdom's rare insects, recognized by experts. It settles a long-standing debate about whether they are beetles or stag beetles; the insect in question is formally named Glossaa- Gito, classified as Kanabun (Beetle).

"The Rise and Fall of Midgand" [Book] The Library of Rogue's Inn in Midgand. A history detailing the conquest era that occurred about 800 years ago, the subsequent dark ages, and the return to reunification of the realm under the heroic king Croydin Asgard.

Current Midgand

Midgand National Church [Organization] The grand cathedral in the kingdom, originally the main temple for the four elemental saints of Water, Earth, Fire, and Wind, existed across the kingdom. As prosperous times continued, the saint faith faded and became largely ritualized. After the "Day of Descent" (Advent), miracles drew public support, and the Saint's Hall replaced the four saints as the church's focus of worship. That Canosi faith spread rapidly with the Saint's Hall's prominence, and within three years the church adopted Canosi as the main deity. The Midgand Holy Dominion Kingdom [State] After the Day of Advent, the Saint's Hall—formerly a branch of the church—gained great power, and with Artrius' control over military and politics, the Midgand Kingdom was renamed. The country's name bears the influence of the Saint's Hall. Midgand Grand Cathedral [Culture] A solemn cathedral whose architectural arches balance three-dimensional decoration with mechanical rationality. Though a religious facility, it was built to commemorate the continental unification of the kingdom, not for worship alone. In ancient times, many ruins seem to have been built with the aid of holy slaves, but these structures are built with human latest technology and are considered valuable for future generations. Miyabi [Saint Slaves] Norumin is the first Norumin to venture outside Norumin Island. His real name is Norumin Genesis. The great master Siegfried, who began the legend, and Brünnhild, who aided the Great Saint, are honored with a massive statue on Norumin Island.

Musemira [Culture] In ancient Avallost language, it means "delicious palenji." By the way, Miyabi and Mira are considered on par with the "Master Spirits" of another continent, and both are known for their extreme appetite for food. Slurp.

Miira [Character] A medical student named Jude who wandered into another world and seeks a woman. The "Master Spirit" who commands the four great spirits of Water, Earth, Fire, and Wind, with hair like Raife-set resembling a bunny, is said to be her charm point.

Mushi [Saint] One of the Four Great Saints, the being who governs fire. In ancient times, enshrined at the Kiralaus Volcano. Murjimu [Holy Slave] The feline saint slave who serves as the headmaster anti-demon swordswoman Shigure, typically belonging to the Saint's Hall to enhance anti-demon power, but Murjimu is commanded by Shigure to suppress his power. Among Saint Slaves, besides names, little is known; Murjimu's true form is said to be one of the Seven Mysteries of Saint Slaves.

Meirushio [Place/Facility] A town in the Northgand territory, the northernmost inhabited area within Midgand Kingdom lands. It is extremely cold, and due to climate change even the port is frozen, making it a harsh land. However, the standard of living remains high thanks to profits from Flame Stone trades, and the hot springs in the town's inn are famous as a tourist spot. In ancient times, faith in the Fire Saint Mushi was strong. Medisa [Devourer] A devourer bearing the burden of "Pride." Originally lived in Heravissa and was a devout follower of the newly established Midgand Church's Canosi faith. After her daughter Diana developed the demon-blight and was punished by the Saint's Hall, she fled to Fordis Ruins. Ironically, she became a "conformist" of Canosi, and urged to become a devourer due to her daughter's betrayal by a man who vowed remarriage, proving her daughter's righteousness and committing herself to the path of faith. After yielding to Velvet and leaving the Saint's Hall's influence, she became a mother figure to Moana, and their bond deepened as they filled each other's hearts.

Meliodas Script [Lore・Artifact] Terminology from old times: One of the letters used in ancient times. While originally from Old Avalost, it is considered to belong to a newer era; it is believed to date about two thousand years ago. Melkior Meavin [Person] A senior anti-demon wizard who acts as Armistice's right-hand man. The second-most powerful anti-demon after the lead anti-demon Artoius and has supported Artoius since before the Saint's Hall's founding. In old times, alongside the former top anti-demon Cloidin, his true age is unknown. Cloidin advocated and Artoius aimed to realize the "World of Reason" by reviving Canosi and conducting the tranquilization rites, directing every aspect. The use of devourers to resurrect Canosi and the plan to actualize divine vessels are among the bloody tasks he carries, all while arguing for the reason behind his long-cherished goal. His specialty lies in reading people's desires and showing them illusions to control their minds. With this skill, he drove Aifrid into the demon and enveloped the Eastgand region in a dream, aiming to drive Velvet to despair. Mendi [Person] A scholar who went missing on the Galis Lake Road. He was mobilized to extract red ore and was under surveillance to silence him. After being searched due to the request of the Blood-wings butterfly, he was safely found.

Moana 【Demon Eater】 Daughter of Mahina, the priestess of the Paradimes Temple. Following her mother's footsteps, she was expected to become a priestess, but was led astray by the palace's rhetoric and turned into a demon eater. To embody the quality of "Greed," she was forced into hunger, and Mahina, unable to endure, tried to feed herself to save her. After taking refuge with Velvet and others, she continues to wait without knowing her mother's death, but becomes especially close with Eleanor and Dayle, and forms a mother–child like bond with Medisa, healing her emotional wounds. Former Bandit [Character] A bandit who once attacked people in the Brigget Gorge. However, after the appearance of the sword-smiting master Gyuan and Kurogane, whom Velvet and others repelled, she realized the overwhelming power gap and soon reformed. The plan to wash away her crimes and start a new life is to open a restaurant in the capital city, serving Bandit-style cuisine, namely creative dishes. She has devised promising items such as the mushroom-heavy "Thief Take Take-Shii Donburi" and the Bandit-style Dark Hot Pot "A Pot That You'll Encounter a Bandit While Walking." Rather than blaming her sins, she aims to become a man worthy of Eleanor, who led her to a new life, and she has undergone a rebirth as a former bandit. Please look forward to her!

Moragana Forest [Place/Facility]: A lush forest near the village of Abar. It serves as a hunting ground due to the presence of wild uriboas, and Velvet often goes out to gather ingredients.

Yo行

Yak [Culture]: A hoofed mammal resembling cattle commonly found in the Northgand territory, characterized by long fur and huge horns. Its tail is turned into the finest helmet ornament, and the helmet at the Kurouro's family home is said to be so superb that it is praised as "two things surpassing Lange's" with the Yak helmet named "Tachigō Arashi."

Yasha [Lore/Relic]: A demon deity of war. In his pursuit of power and combat, Kurokuro, driven by his longing for battle, became a demon of passion; he himself calls himself the Yasha no gyouma.

Eight Qualities (Shichi) [Lore/Relic]: The food-devourer necessary for Kanooshi to attain complete power and manifest. の贄。Hatred, Escape, Selfishness, Greed (Dounran), Pride, Attachment, Desires, Despair—the eight. It is said that seven食魔 (food-devourers) make up the eight qualities, because a corrupted food-devourer will inevitably reach despair in the end.

Julius Nyantentin III [Honorific]: A cat under treatment by the young veterinarian Rahen in Tarieshin. The left foreleg is white. Capricious in nature, it easily escapes when given a slight opening. In the maze-like and intricately interconnected Tarieshin, even local-born veterinarians have trouble keeping up with a nimble cat, making it hard to find.

…

Cradle-to-Grave Diner [Honorific]: A youth from Rogress determined to build a period resistant to calamity runs a popular local eatery. Unlike "Bar Blood Butterfly," the concept is that anyone can enter, aiming to be a kid-friendly, all-ages establishment. The opening is planned soon, with the interim goal of creating a signature hotpot using unusual ingredients that would make food connoisseurs rate it 75–85 points. Perhaps it will bear the name of Dragonia, the distinguished family that also runs Oscar's household.

Yo Sakura Anmitsu [Cuisine]: A famous sweet from the homeland of Kuroko's ancestors in the Japon region of the異海 Alvein Continent. A luxurious dessert with simmered red peas, kanten (agar), mochi, white rice flour dumplings, fruits, and kuromitsu or syrup poured over, served with red bean paste. It is Shigure's favorite. The Normin Island of Kyoufu exudes this anmitsu-like gentle mood throughout the entire region.

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Laphicet [Malak] A Malak who was originally used by the First Exorcist Teresa without a will, and was initially given the name "Malak No. 2". He initially accompanied Velvet on her journey as a pawn in the fight against the Abbey, but as he interacted with the group, he regained his will, learned to live by his own thoughts, and eventually became a being who supported Velvet according to his own desires. His name was given by Velvet, who felt the resemblance to her deceased younger brother, and his nickname is "Phi". Like Seres, he is a Malak reincarnated from a human, and in his previous life, he was the child of Artorius, conceived by Velvet's elder sister Celica. This means that Velvet and he are in an aunt-nephew relationship through reincarnation. Due to this blood relation from his previous life, he is considered the true half-body of Kanonushi, and wields the power of the "Silver Flame" that burns away malevolence, a power no one else possesses. →Maotelus (→P492)

Laphicet Crowe [Person] Velvet's younger brother. He spent his days sickly and bedridden from birth, growing up with a longing for the outside world as he read many books. He was devoted to his sister and wished to become someone who could protect Velvet someday. Therefore, when he learned of Kanonushi's existence through research of ancient texts, he chose the path of sacrifice, entrusting his remaining short life to Artorius, and sought to become the foundation that would protect the world. Having become Kanonushi himself through reincarnation, he attempts to guide humanity and the world towards reason alongside Artorius. The name "Laphicet" means "one who lives," and was given with the wish that he, being frail, would grow up healthy.

→Kanonushi (→P483)

Laphicet Kuwabuto [Appellation] The name Laphicet gave to the stag beetle (tentative) that was identified as a Japanese rhinoceros beetle by the『Midgand Rare Insect Encyclopedia』. He refuses to accept that such a cool insect is a Japanese rhinoceros beetle, and besides, new species can be named after their discoverers!

Laphicet's Comb [Item] A comb Laphicet purchased at the general store in Abal Village. He sold copies of ancient texts to afford it, intending to give it to his sister, who always put her family before her own appearance, as a present to Velvet. Seres found it amidst the calamity of the "Day of Advent" and later handed it to Velvet.

Compass [Culture] A tool used to determine direction by means of magnetism. It is an essential item for navigation on sea routes where landmarks are scarce. Velvet's younger brother, Laphicet, while confined to his sickbed surrounded by books, projected his dream of traveling with a healthy body onto the compass. Furthermore, Malak Laphicet regards the compass, which always points in a fixed direction, as a symbol of living by his own will, and carries it with him carefully, never letting it out of his sight.

Laston [Person] A young man living in Stoneberry. He is eager to run for village chief once the village develops. He plans to name the central square "Laston Square" after himself, and his goal is to pass down the bell-ringing village to future generations.

Radishbell [Appellation] A poisonous potato cultivated in Stoneberry. However, it is safe and very delicious if peeled thickly. For the residents who wish to transform Stoneberry, a pioneering village, into a large town, making Radishbell a local specialty is the immediate challenge.

Lachen [Person] A veterinarian living in Taliessin. He was the object of Nico's unrequited love from Abal Village, and in the illusory world created by Melchior, he was engaged to her. In reality, despite knowing her feelings, their relationship did not progress, and they were separated by death in a tragedy three years prior. He is now on the verge of marrying a new lover, standing before Nico's grave.

is trying to report to.

Prepared for the memorial, the language of lilac flowers is 'precious memories'.

Love-Rin [Appellation] According to Magilou, Love-Rin is a dream love potion. However, its preparation method is said to be similar to the pre-preparation of most stewed dishes. Making a magic aphrodisiac is surprisingly mundane.....

Rangetsu Family [Appellation] Rokurou and Shigure's birth family. Originally swordsmen from Japon, a country on a different continent, they crossed over to the Midgand Continent long ago and were taken in by the noble Casparig Family. Since then, they have served successive Earls Casparig, with the ancestral family motto "What is borrowed must be returned, even if it costs a life." The Casparig Family is known as the Midgand Royal Family's "dagger in the bosom" (trusted confidant), but it is actually the Rangetsu Family that fulfills this role, existing as shadows of the world: bodyguards, assassins, spies, and doubles. In Rokurou's generation, all four of his brothers, excluding Shigure, died in loyalty. Furthermore, in the Rangetsu Family, successive heads of the family are to bear the name "Shigure," and succession is always achieved only by slaying the previous head. Thus, Shigure slew his own mother, the previous head, and his mother had slain her father, inheriting the name "Shigure." Rangetsu Style [Appellation] A school of swordsmanship passed down in the Rangetsu Family. The head of the family is taught the "front art" of a single greatsword, while other practitioners are taught the "hidden art" of two short swords. Since the short swords are techniques learned as training partners for the greatsword, challenging Shigure is extremely disadvantageous for Rokurou, even considering the characteristics of their sword techniques. Liev [Person] The only son of the innkeeper in Lenid. He is interested in history and self-studies ancient lore. His dream is to unravel the mysteries of the Closed Dark era, for which most records have been lost. He was often ill since childhood and was named "Liev," meaning "to live." Knowing he has the Twelve-Year Sickness, Laphicet struggles to complete the special remedy Omega Elixir based on Liev's research. Liev's Father [Person] Liev's father, who entrusts the inn's management to his wife and himself adheres to the principles of the Abbey as a First-Class Exorcist. Although he searches for ingredients for the Omega Elixir for his son, he struggles with the choice between his son's life and the principles of the Abbey.

Lionel Thunder Stag Beetle [Appellation] An insect inhabiting the Lower Swamps of Bale. Seeing Laphicet frolic at the unexpected encounter, Teresa is amused. According to her, "Why do boys like such things?"

Lionel Island Pier [Place Name・Facility] A pier, simply maintained as an emergency port in the uninhabited Endgand territory, despite being part of the Midgand Kingdom's domain. Facilities are minimal, there are no permanent guards, and exorcists visit periodically for patrols. Ryumajin [Malak] The Malak of a Dragon Knight on the verge of dragonization, whose true identity is the previous Shigure, who reincarnated while retaining human memories, that is, Rokurou and Shigure's mother. When Shigure inherited the position and name of the family head, in accordance with the Rangetsu Family's custom, he slew his mother with his own hands. However, even though it was the family's custom, the act of harming a blood relative became a lingering regret in his heart, and Ryumajin, his mother's reincarnated form, is said to be the only opponent he faced but could not slay. Domain [Lore・Artifact] Refers to the sphere of influence of a Malak's power. The domain of Kanonushi, who resides on the Sacred Throne, extends not only over the Midgand territory but also to its surrounding regions, bringing about large-scale pacification.

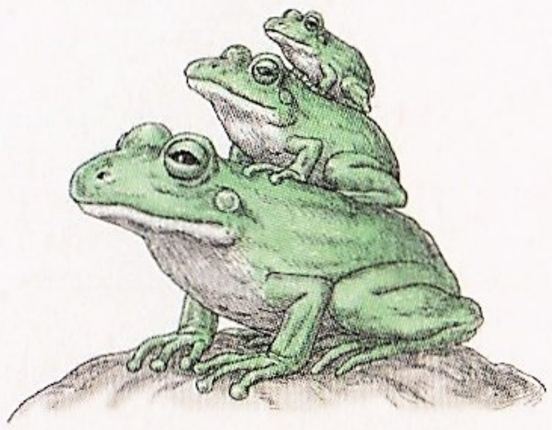
Ringo-boo [Dish] Refers to grated apple in the Crowe family. When Velvet was a baby, she would make "boo-boo" sounds wanting to eat apples, which led Celica to call it this, and the name stuck with Velvet and Laphicet. A staple for when one has a cold and no appetite.

Lulú [Person] A dancer in Magilou's Troupe, who became the adopted daughter of dancer Baltha and received his teachings, becoming the star of the troupe. While diligently working to meet the expectations of her master Baltha, she struggles with the emphasis solely on skill inheritance, which prevents the establishment of a trusting relationship as master and apprentice. →Magilou's Troupe (→P493)

Rare Board [Appellation] A nice vehicle created by the Normin tribe long ago. It moves by repelling the earth veins, gliding over the ground. It is used by storing information about the earth vein currents from the "Earth Vein Tree," the point of contact between the surface and the earth veins. Spiritual Power [Appellation] A supernatural power possessed by humans. It allows one to perceive beings not of this world, and sometimes even control them. The ability to see Malaks and communicate with them is due to the strength of this power. Exorcists' ability to command Malaks is also due to their spiritual resonance.

"Psychic Power Research (Ancient Tome of Unknown Origin)" 【Book】 A collection in the Rogue Logres Royal Library. It describes the psychic power essential for subduing demon masters, used by the Holy Slaves, and shows that the Holy Dormitory used old documents as guides to shape the current system. Psychic Power (Term) The energy that resides in all things. It is the source of the Sacred Slaves' sorcery and the perception of beings like Holy Slaves by people. Renied 【Place name / Facility】 A village developed in the western frontier of West Gand, serving as both a frontier settlement and a stopover for transoceanic voyages. Although initial expectations were high, development did not proceed according to plan due to the difficulties of marshland development and geographic issues.

Renied Yamih波el 【Term】 The marsh of Renied Village A grand master crocodile living in the swamped grounds. Seeing its three-tiered, dignified figure makes one want to compose a poem. Do not mutter that the medium is a middle-sized creature or that the small one is a baby frog.



known ロウライネ 【Place name / Facility】 An ancient script from an era un

In Ming ruins, a double-structured tower is surrounded by outer walls. Merkuor excavates using the Sacred Slaves, and it is now operated as a demon-hunter training facility. Aptitude tests for demon slayers, granting of Sacred Slaves according to psychic power, and practice of Sacred Slave arts are conducted. There are rumors that a large number of Sacred Slaves slept underground during excavation, but the veracity is uncertain. Thirteen years ago, then-head demon hunter Clodian sacrificed himself to shield Altorius. Rogue Logres 【Place name / Facility】 The capital of the Midgand Holy State. In addition to the royal castle, it houses the main headquarters of the Holy Dormitory, a grand fortress-like walled city with the Grand Cathedral of the Holy Overseer.

Rogue Logres Grand Palace 【Place name / Facility】 The Holy Dormitory's headquarters granted by the royal family. Located directly above the geomagnetic focus point, beneath the palace lies the demon-eating Gryphon confined within an encircling barrier.

Rokurou Rangetsu 【Character / Demon】 A young swordsman imprisoned on the island of Taitan in the torment island. To repay Velvet, who found his beloved blade "Gou-Ran," he accompanies her on her journey. In truth, he is the elder brother of the clan's chief Shigure and has the sole purpose of living for that goal, which led him to become a demon. Rather than lament his fate, he plans to use it to master the sword. He combines natural cheerfulness with the boldness of a demon and proceeds along his path, subtly watching Velvet, who deserves vengeance, in a natural manner. His favorites are water all-around and Imokenpi. Rocket 【Term】 The pendant's hanging ornament is a retractable part that can hold photos or drawings inside. For Aizen, the portrait of his sister Edna is as precious as she is to him.

"Hot Spring Talk Technique ~ Body and Mind Bare!" ~』 【Book】 A Rank Sacred Slave Vienfu's precious collection. It is recommended for Raifset who wishes to deepen understanding with Eleanor, who became a vessel. Together they form a lineup that would interfere with healthy youth development, and Eleanor will surely scold them later.

Ronikael 【Lore / Relic】 In ancient Avarost tongue, it means "navel-baring." Some say it derives from the outfits of two brothers who share a bond as close as kin. After much hardship in deciphering, what is written seems to be this much!

wa-row

Waa-arg Forest 【Place name / Facility】 A deep forest occupying the southeastern part of West Gand. Famous for housing unique flora and fauna, including Saretohma, a medicinal herb for a special antidote to Robber's Plague, attracting insect enthusiasts who cause trouble. The Holy Dormitory secretly confines the demon Glossaagit within a barrier, restricting entry.

Wanjin [Person] A renowned antique collector in that field and a dragon researcher. After his death, his collected items were sold, and among the relics are many writings about dragons, including documents related to dragon-transformed holy slaves. For Zabiba, who continues to search for clues in order to restore his dragon-transformed lover Theodra, his belongings should be an invaluable help. However, the contents written there completely deny his methods.

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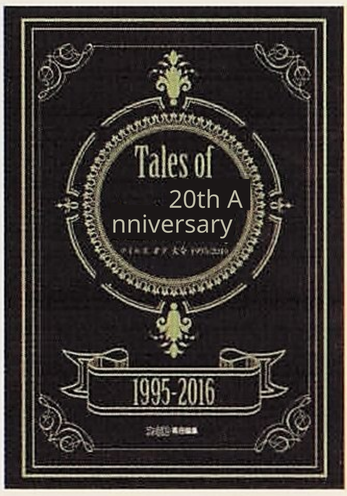

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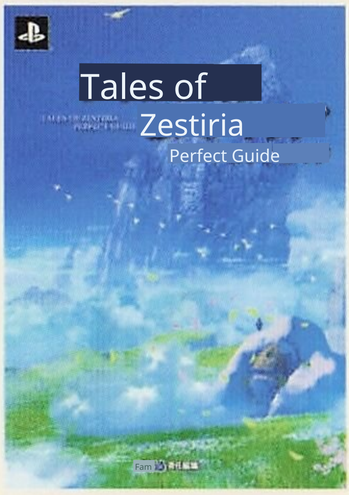

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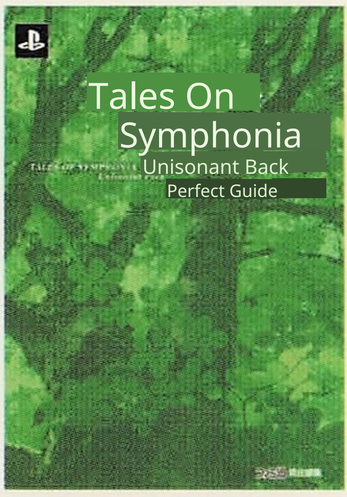

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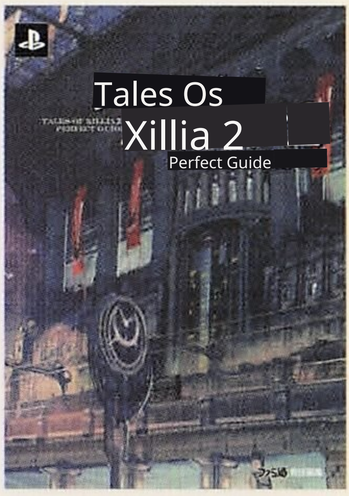

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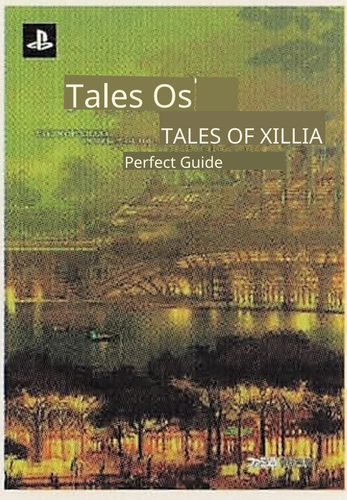

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